

Editorial

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Welcome to the second issue of the second volume of the Journal of Design Studio. There are ten research and five design studio case articles in this issue of the Journal of Design Studio.

The first article of this issue has the title “Adaptability of Primary and Middle School to Post-Pandemic Reuse - A Discussion in the Context of Flexibility” and which was written by Orkan Zeynel Güzelci, Sema Alaçam, Serkan Kocabay, Elif Işık Akkuyu. The article discusses “*how the existing primary and middle school buildings can be adapted to the new needs emerging in the Covid-19 process*”. The three levels of adaptation were defined and in the scope of this study plans of five selected school were evaluated in the context of flexibility in the plan layout-function relationship.

Second article has been written by Ugur Tuztaş and Pınar Koç, which was entitled as “Integration of Section and Model: Reflections from a Studio Practice”. The main idea of the method in the article is to find transformations from basic design models and to benefit from basic design principles in the architectural design; the method is continued “*through the various design variables by giving the architecture students a fixed design resource that includes practicing the space through a sectional model*”.

Nevşet Gül Çanakçıoğlu, is the author of the third article which is entitled as “Comprehending the Psychosocial Characteristics of Space through an Elective Course: The Experience of the Body and Cognitive Mapping in Design Education”. The article based on mappings of students who visit an experiential activity by the guidance of a blind guide, in “Dialog in the Dark” which was a “*thematic dark environment where students experience many things and are invited to a cognitive mapping session through which they reflected their spatial experiences grasped via their senses*”.

The article which is entitled as “An Introduction to Design Studio Experience: The Process, Challenges and Opportunities” had been written by Şehnaz Cenani and Yazgı Aksoy. Authors defined the main aim of the research as “*this design studio is to teach design with parametric design thinking while focusing on improving the cognitive skills of the students. An Introduction to Design studio experience that is formulated according to these features is described in this study*”.

Pınar Çalışır Adem and Gülen Çağdaş are the authors of the article which was focused on computational thinking and cellular automata; their impacts on design studios. The title of this article is “Computational Design Thinking Through Cellular Automata: Reflections from Design Studios”. “*Cellular Automata methods as one of the exploratory processes which have important role in the development of computational design thinking in design studios with different concepts and setups*”.

“Bridges as City Landmarks: A Critical Review on Iconic Structure” by Ayça Arslan evaluates the bridges as city landmark elements. The aim of the article defined as “*to reveal landmark concept in the cities over bridge cases which are very aesthetical and flexible structures by their forms, construction styles, materials and functional diversities*”.

The article which is entitled as “The Threshold of Abstraction in Beginning Design Pedagogy” by Stephen Temple covers a series of architectural design exercises gradually introduce abstract operations in design

through a progressively transforming sequence over the first six weeks of beginning design studio at University of Texas at San Antonio. *“Delivered as analogous to architecture, each successive exercise initiates an abstract design operation as an individual design choice, enabling students to learn to see part in terms of whole, toward a working, conceptual understanding of abstraction in design”*.

The article “The Concept of Limits in Architecture as an Instructional Tool for Design Education” which is written by Aysenur Hilal Iavarone and Emel Birer, questioning the concept of "limit" transformed students' learning experiences in the design studio. Authors reached the conclusion that *“It has been observed that the act of designing with limits improves students' awareness, strengthens the relationships established with the context, and incorporates the social dimensions of architectural design into the design”*.

Mehmet Emin Bayraktar and Gülen Çağdaş are the authors of the article “A Mobile Design Environment for Building Form Generation” which is based on developing a mobile design application. The application *“aims to support open-ended design thinking and to be fast and effective in terms of improving ideas. It is based on augmented reality and it works on mobile phones. In order to evaluate the application, a set of images consisting of tall buildings are shown to users”*.

“Artistic Skills and Scientific Abilities in Architectural Education” by Adil Zamil Manshad Al-Saidi, is based on *“the importance of integration between artistic skills and scientific abilities for the student to achieve high quality level of learning in the department of architecture in Iraq”*.

Design Studio Cases section starts with article written by Esin Kömez Dağlıoğlu, Ekin Pınar, İpek Gürsel Dino, Pelin Yoncacı Arslan, Funda Baş Bütüner, which was entitled as “Teaching Architectural Design Studio Remotely: The Introduction to Architectural Design Course at METU”. The article *“aims to briefly assess the potentials and limits of online learning environment for studio education by focusing on the case of 2019-20 spring semester studio of Introduction to Architectural Design course at Middle East Technical University’s Department of Architecture”*.

Waldemar Jenek, Glenda Caldwell, Jared Donovan, Veronica Garcia Hansen, Matt Adcock, Mingze XI, are the authors of the article which is entitled as “Exploring Media Architecture Design in Virtual Design Environments: A Case Study of Undergrad Architecture Studio”. *“This case study explores how architecture students can learn to design media architecture within virtual design environments tools. The target participants of this study are advanced (i.e. 3rd year) architecture students at the University of Applied Science, Bochum, Germany. To evaluate the student-experience, students were asked to develop a media architecture structure during the semester”*.

Veli Şafak Uysal and Ipek Kay wrote the article “Lacunae in the Forest: A Phenomenological Approach in the Interior Design Studio”, which has been covered the students tries in the studio *“to uncover and speculate the ways in which designs of the built environment challenged or perpetuated our various attributions to nature, all the while asking “What kind of a ‘universe’ at large does my proposed collection belong to?” at every stage of the process”*.

“From Movie to Design: Interpretation of “Passengers” in the Form of Basic Design Principles” is the article by Damla Atik, which aims *“to make a contribution to the wide range of basic design course within a case study themed on cinema in this study”*. This basic design studio teaching methodology was based on watching a movie, and according to feelings of students, inspired form the movie they were asked to design three dimensional models representing their inferences.

“A Design Studio Workshop Proposal for Comparable Evaluation of the First-Year Architecture and Interior Design Students” by Atlihan Onat Karacalı is based on workshop proposal that aims to figure out whether the order of 3 different representation methods may be effected the understanding of first-year students.