CHANGEABILITY AND UNCERTAINTY OF INTERACTIVE ARCHITECTURE
Boychenko K.V. (Italian Republic) Email: Boychenko326@scientifictext.ru

Abstract: ability to change and adaptive behavior is the key in modern developing society, where everything is constantly updating. This is especially crucial for interactive architecture as new trend in environmental design. Architectural environment as any other product, should be subject to post-occupancy analysis in order to perform its’ functions better and meet changing requirements of consumers. The ability to change and respond to new emerging needs of people endows space with qualitatively new characteristics. Architectural environment can have an infinite number of different variations that suit for different purposes, shifting from one state to another, always dynamic.

Keywords: interactive architecture, adaptation, changeability, society, communication.
The word “useful” implies that we have to introduce the idea of Tom Moran, as he assumed that the designers recently have been occupied by the convenience and ease of use at the expense of usefulness. But if we really want to design products that are useful, that can let the user in the creative process during the life cycle of the product, as users are actually the final arbiters of usefulness. Therefore the question is how designers can make products more useful by providing opportunities for adaptation?

The practice of post-occupancy evaluations (POE) is also relevant for considering this case. This entails a visit and evaluation of building after it was built and occupied by residents. Post-occupancy evaluation is intended not only for understanding how people actually use the facility together and how do they change the environment if they feel such a necessity, but also for the training of architects. It brings back the idea of the project as a process, and like the designers of they need to engage as much as possible with the products or events after they are built. Most architectural projects do not imply regular post-occupancy evaluations because of financial limits. It should be assumed that the interactive project can be carried about in a way that makes financial sense, remaining equivalent to the post-occupancy evaluations [4].

However Lynn uses a different tactic to check the improvement of design theories. He presents the preliminary results of research to his students to judge, as the best and most constructive critics. That’s how the famous embryological houses appeared and the principles of their creation were tested, such as blebs, teeth, flowers, isoparm apertures, structural matrices, intricate texture, inflections and gastrulations. These eight principles are the formal, geometric, morphological aspects, which have become the basis for many subsequent projects Lynn [5].

The uncertainty principle works in Swarm Architecture (term introduced by Kas Oosterhuis). The result of the process is not predictable in traditional sense. Although the system is playing by the rules, the game outcome cannot be predicted. There are billions of possible outcomes, all of which are adequate as a response to requests of the system. Some results are more favorable to some experts, some are more favorable to the others, who limit the solution area, though still in the theory of infinity, a specific number of opportunities/options responds within the area of solutions. Nevertheless as it happens in sports, not all of the games are thrilling and beautiful. Strong and intelligent players are required to start an exciting game, experienced designer with a strong desire is required to perform with the best result. This understanding implies that the game takes place in accordance with the principles of uncertainty, probability and chance of quantum mechanics, something unexpected always might happen. Submitted in real-time the game is set for the unfolding fabric of reality. The player can surrender, the player can be much better than expected. If the project does not start the game, it is simply just modeling [6].

Список литературы / References