

Architechural / **An architecture of connectivity**

# **Researching the complexity of comfort reciprocity within the built environment**

## 01–12 / **Project introduction**

Architechural explores the integration of a low-energy sensor network and evaluative user research within the built environment to achieve interior and exterior comfort reciprocity.

### **Roles**

Definition of project strategy and vision

Synthesis of secondary research

Consideration of design conditions

Prototype creation and evaluation

Presentation preparation

### **Course**

Advanced Construction

### **Instructor**

Lars Gräbner

### **Tools**

Adobe Illustrator

Arduino

Creality Ender 3 Pro

Rhinoceros 3D

Seeed Studio Grove Sensors

### **Date**

Spring 2021

## 02-12 / Design objectives

Comfort reciprocity accounts for the relationship between bodily responses to environment conditions and the conditions experienced within interior and exterior spaces.

## Building typology-agnostic

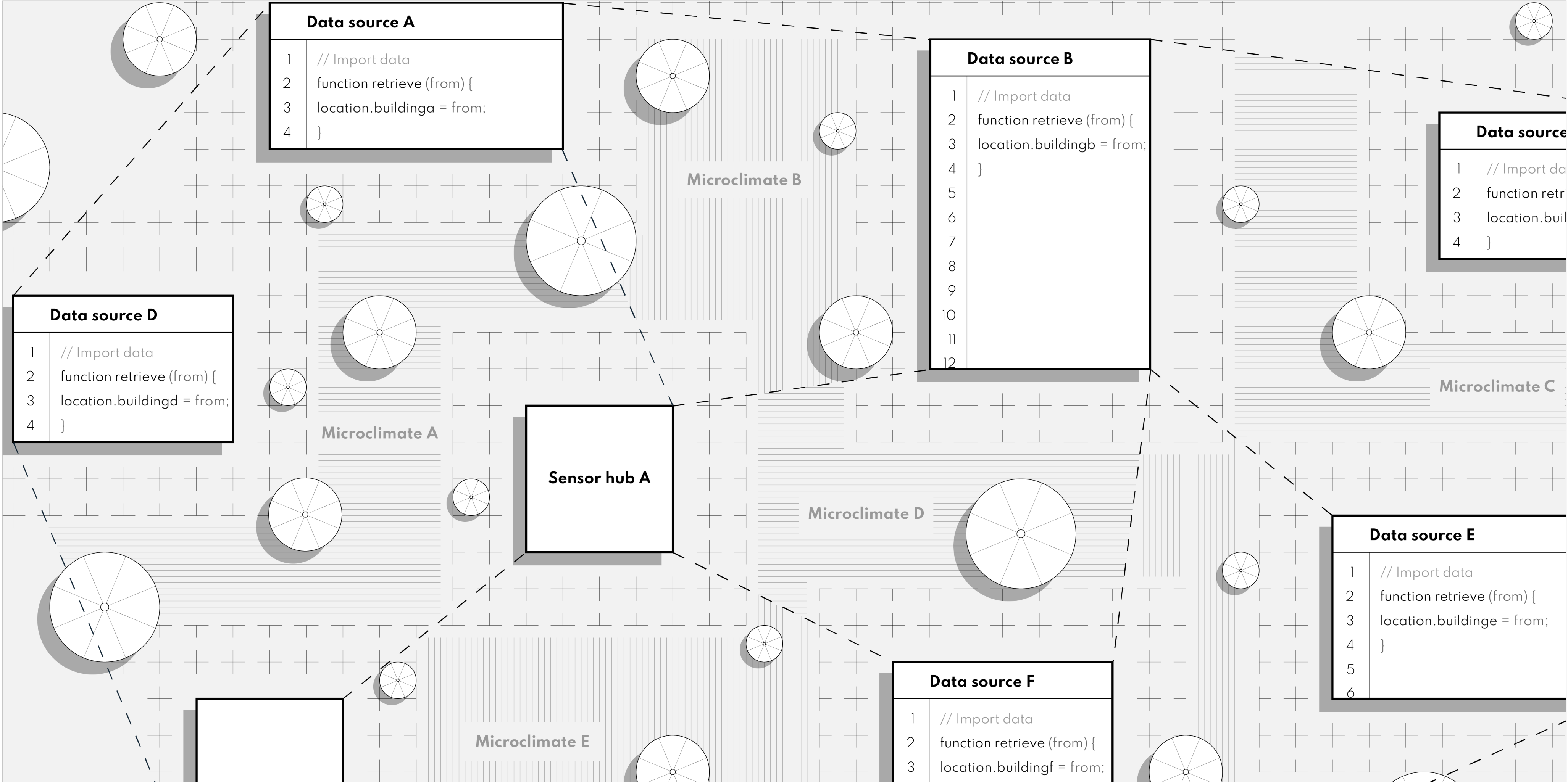
The integration and application of the sensor network is compatible with all programmatic elements in both new and existing construction as a way to achieve environment scale.

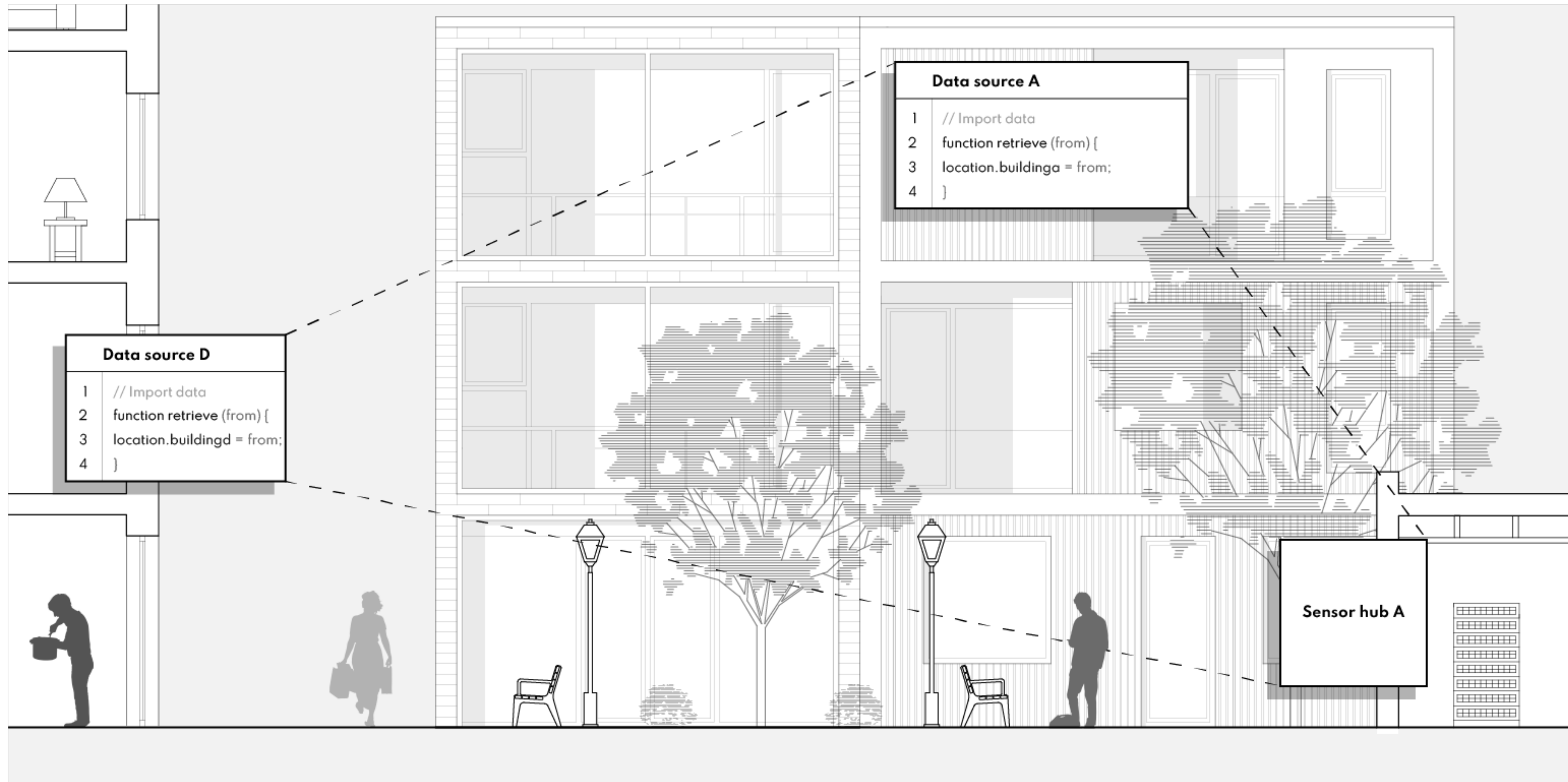
## Research methodology diversification

Attitudinal and behavioral studies are necessary to collect qualitative and quantitative data, through both traditional and emerging methodologies, on how people define and experience comfort.

## Multidimensional data construct

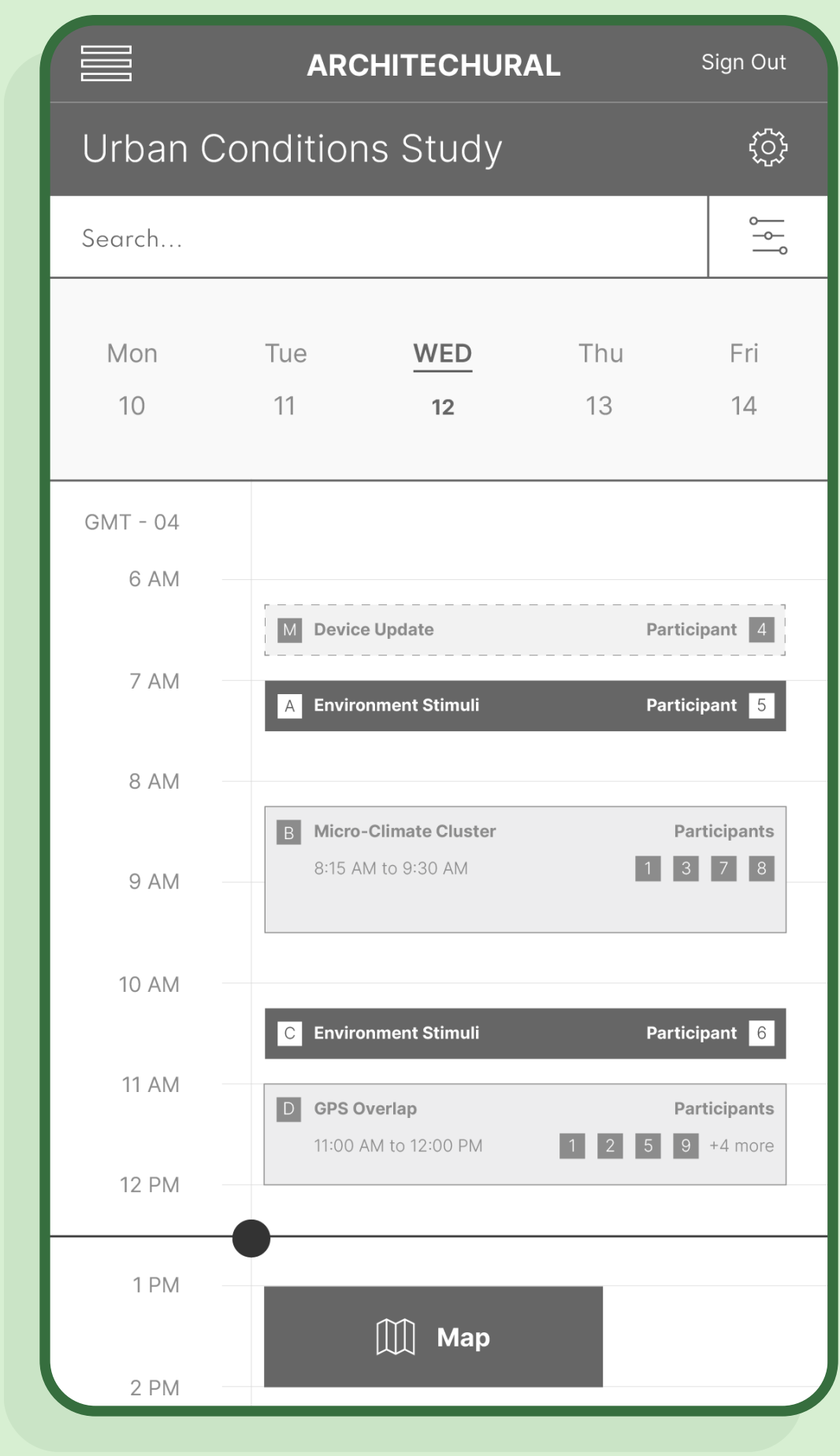
Data generated by simultaneous real-time environment monitoring sources illustrates the need for the application of network science principles as a way to foster model development and simplify data analysis.





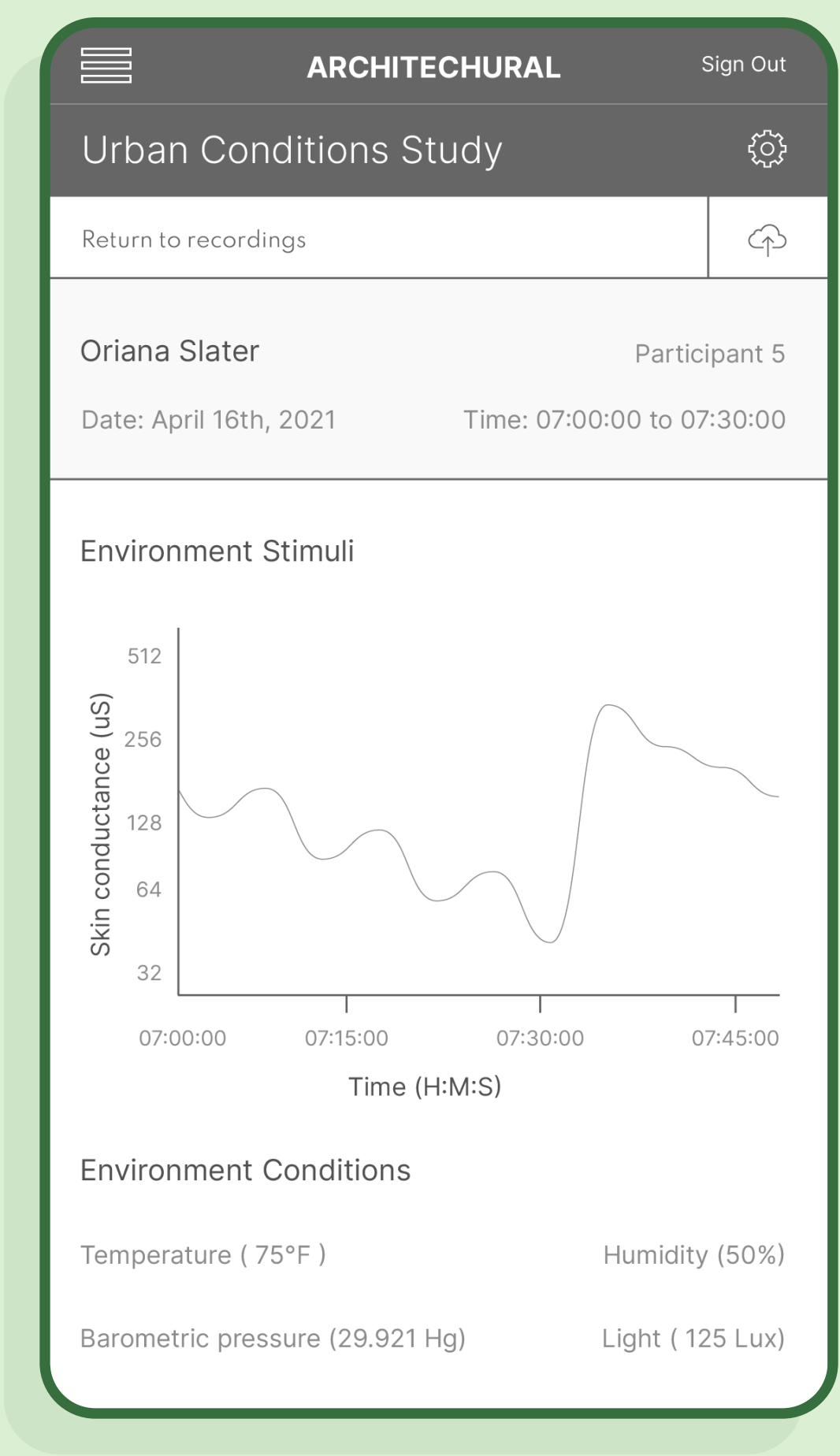
05-12 / Study platform wireframes

To augment the quantitative data collected through the sensor network, a qualitative research platform provides the opportunity to collect in-context user responses.



06-12 / Reporting wireframes

In-context user responses to environmental stimuli are actionable through the ability to synthesize, filter, and tag within the platform.



The wireframe displays a mobile application interface for 'ARCHITECHURAL'. The top navigation bar includes a menu icon, the app name, and a 'Sign Out' link. Below this is a header for 'Urban Conditions Study' with a settings gear icon. A secondary bar contains a 'Close filters' link and a 'Clear' button. The main content area is divided into two sections: 'Participants' and 'Environment Conditions'.

**Participants:**

- ☐ Participant 1: Corinne Sierra
- ☐ Participant 2: Macaulay Dunne
- ☐ Participant 3: Calvin Wicks
- ☐ Participant 4: Giorgio Gardner
- ☐ Participant 5: Oriana Slater
- ☐ Participant 6: Teddy Hyde

**Environment Conditions:**

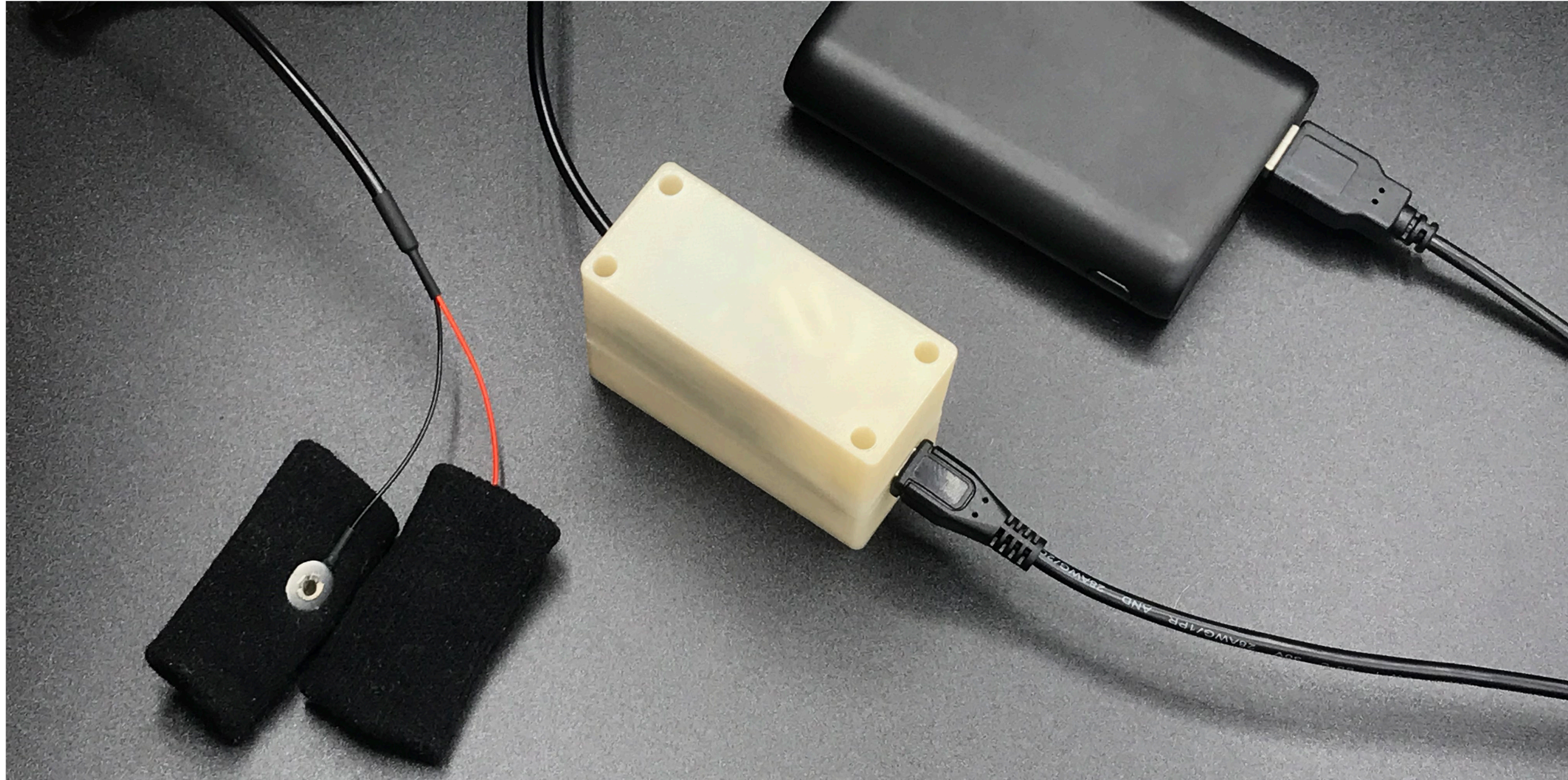
- ☐ Temperature (F°)
- ☐ Light (Lux)
- ☐ Humidity (%)
- ☐ Barometric pressure (Hg)

**View recordings**

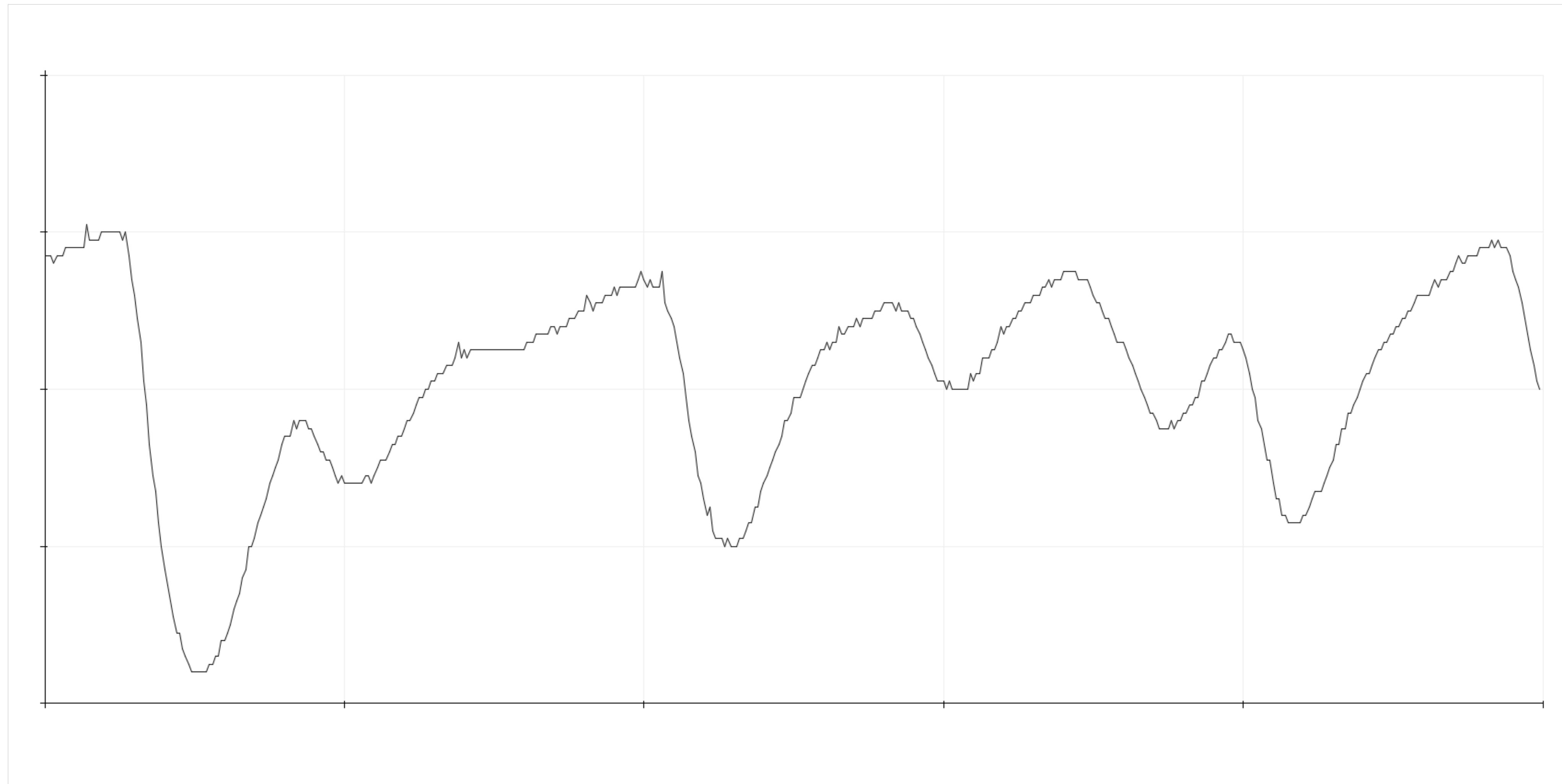




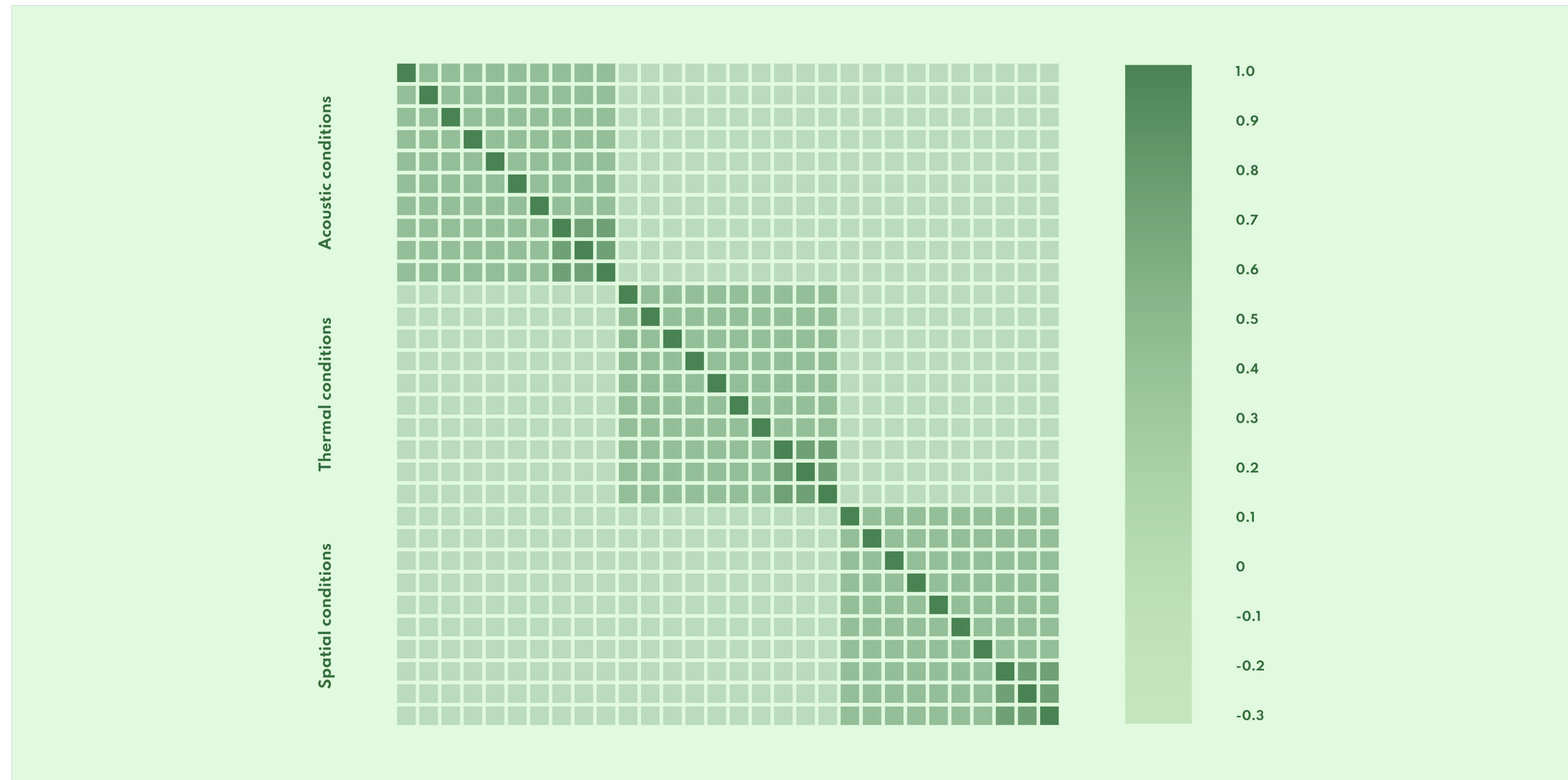




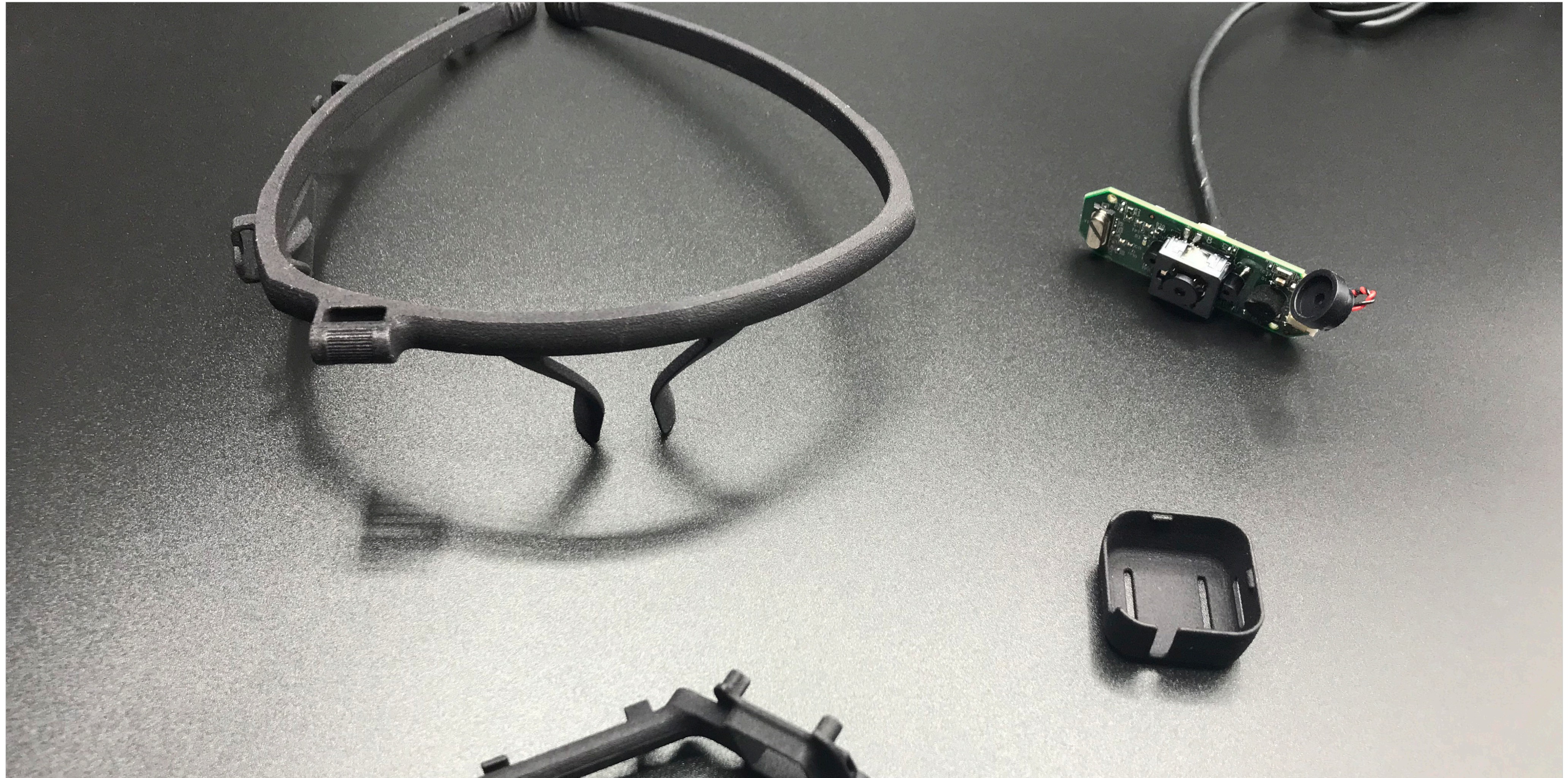
















12-12 / **Conceptual gaze point heat map based on simultaneous localization and mapping (SLAM)**