

Ways of Interactions in Experiencing Tactile-based Architecture = Bentuk Interaksi dalam Mengalami Arsitektur Berbasis Taktil

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Abstrak

Skripsi ini menginvestigasi tipe interaksi dalam mengalami arsitektur berbasis indra sentuhan, yang telah berubah seiring waktu, seiring dengan berkembangnya teknologi. Hal ini berupaya untuk menekankan pentingnya keterlibatan sentuhan dalam desain arsitektur, menekankan perlunya untuk melampaui dominansi visual. Melalui kajian literatur tentang arsitektur berbasis taktil dan sensori dalam arsitektur, serta empat studi kasus yaitu "Weird Sensation Feels Good," "Full Stop," "Your Blind Passenger," dan "Rain Room," skripsi ini bertujuan untuk mengidentifikasi berbagai cara interaksi sentuhan berkontribusi pada pengalaman spasial, dan bagaimana perubahan definisi taktil mempengaruhi interaksi taktil. Studi literatur pada skripsi ini mengeksplorasi konsep multi-sensorik dalam arsitektur dan arsitektur berbasis taktil, termasuk aspek-aspek yang penting untuk dipertimbangkan dan jenis interaksi taktil. Analisis studi kasus mengkaji bagaimana interaksi taktil, baik langsung atau tidak langsung, fisik atau non-fisik, mempunyai dampak signifikan terhadap persepsi ruang arsitektur. Selain itu, skripsi ini menggarisbawahi pentingnya mempertimbangkan interaksi sentuhan dan mengintegrasikan berbagai indera dalam desain arsitektur, karena interaksi tersebut menawarkan pengalaman spasial yang lebih kaya dan inklusif.

.....This undergraduate thesis investigates the ways of interactions in experiencing tactile architecture, which has been changing over time, as technology has been developed. It highlights the significance of tactile engagement in architectural design, emphasizing the need to go beyond visual bias. Through an examination of the literature on tactile design and sensory architecture, as well as four case studies which are "Weird Sensation Feels Good," "Full Stop," "Your Blind Passenger," and "Rain Room," this undergraduate thesis aims to identify the various ways that tactile experiences contribute to spatial experiences, and how the shifting in the definition of tactile has contributed to tactile interactions. The theoretical discussion explores the concept of multi-sensory architecture and tactile-based architecture, including the important aspects to consider and the types of tactile interactions. The case study analysis examines how tactile interactions, whether direct or indirect, physical or non-physical, significantly impact how we perceive architectural spaces. Additionally, this undergraduate thesis underscores the importance of considering tactile interactions and integrating multiple senses in architectural design, as they offer richer and more inclusive spatial experiences.