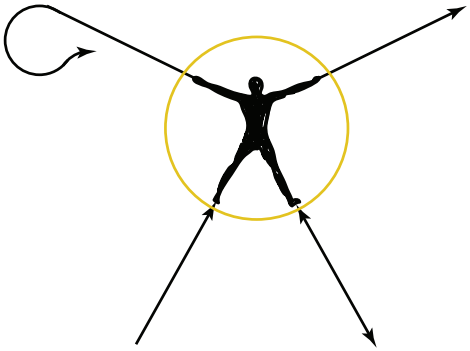
PHENOMENALLY CONSCIOUS ARCHITECTURE



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How can architecture synthesize phenomenal consciousness?

SYNOPSIS

Architecture which integrates phenomenal consciousness; the subjective feeling part of any conscious sensation or quale (1), creates a seamless physical relationship between central nervous system and the environment.

This type of architecture is therapeutic because it is programmed to the biology of the occupant's body, allowing the occupant to continuously feel relaxed and alert. This is contrary to the modern environment, where there is a growing covert addiction to numbing alternatives to the bodily experience, fueled by technology and the market. The current environment challenges the subject to feel the body, which creates stress (2).

Phenomenally integrated architecture is achieved by designing bodily mechanisms within the built environment which continuously activate the kinesthetic experience. The principle is that architecture can ultimately provide sensory mechanisms to activate abundant proprioception.

STIMULI PARAMETERS

Combing the nervous system with the environment is different than creating over-stimulation, because it does not necessarily yield unmanageable amounts of amplitude. Stimulation isn't quantitative like amplitude, which is a component of the quality of stimulation. Because stimulation can be changed, but not eliminated, the idea is to design an environment which appropriately molds stimulation such that its quality is conducive to the body. This can be achieved by combining environment and nervous system without introducing stimuli that does not agree with the body, exemplified by loud noises during a conversation with someone who isn't speaking loud enough. By creating contextual mechanisms which agree with the neural properties of the body, the environment will posit the appropriate quality of stimulation. This quality is ultimately achieved by programming it according to context, and the biology of the body.

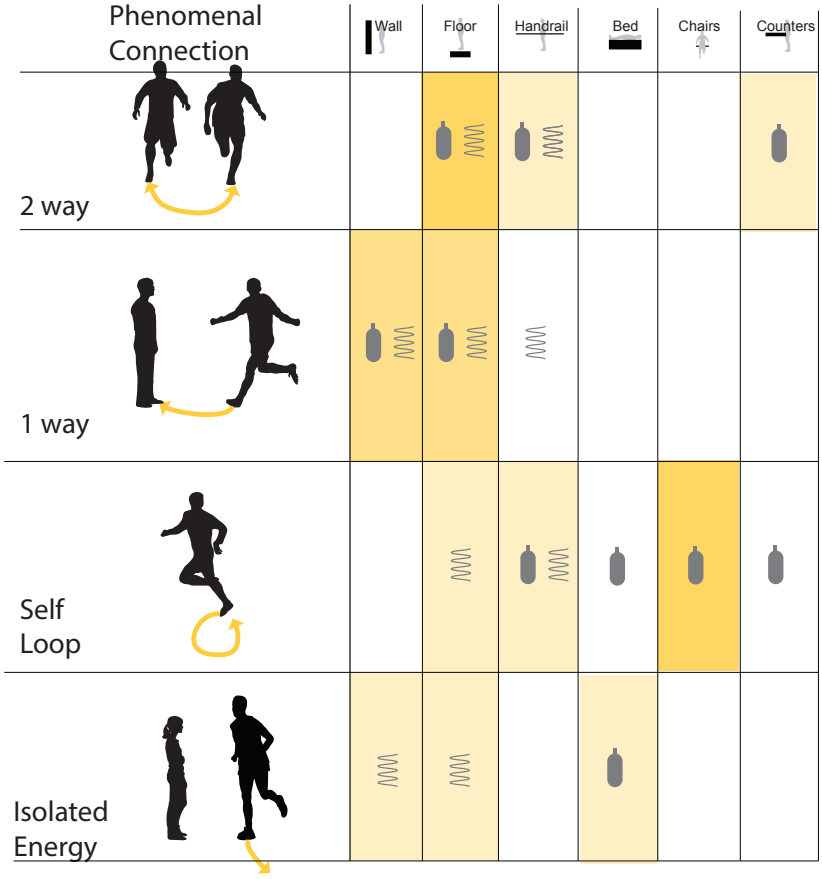
SCOPE

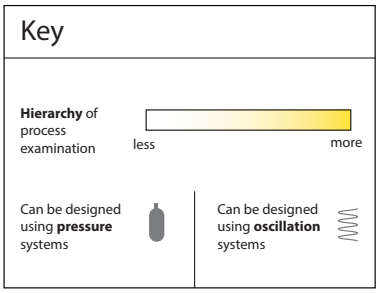
Ordinarily, appropriate quality of stimulation gets lost when shelter is created. This is because shelter's job is to protect occupants from dangerous external stimuli. Because shelter is designed for survival, its construction is conducive to shielding us from stimuli, which often removes the stimuli suitably appropriate for our bodies. This is evident in the occupant's inability to feel rain when protected from a storm. Because shelter is important, yet limited with respect to providing quality stimuli, is a strong place to install the sensory mechanisms which will synthesize phenomenal consciousness. However, designing a smaller scale experiment first will test the mechanism's correspondence to the biology of the body.

The investigation will therefore begin by experimenting at a smaller scale through chair design. By working with sitting rather than shelter, the scope of work can be focused into a testable application. Pressure induced by the act of sitting will be concentrated and redistributed to the body using a system of tubes directed to nerve endings. The goal is for the sitter to become abundantly phenomenally conscious of sitting. By perfecting this experiment, the idea is that it will give birth to a series of other experiments which lead to a more vivid conception of how to integrate phenomenal consciousness into architecture.

INVESTIGATION (NEXT PAGE)

INVESTIGATION





Empirical data will inform the design principles of more complex systems. Physical experiments will begin with self loop chair design, and two way floor prototyping

REFERENCES

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