Exploring media architecture education with virtual design environments tools
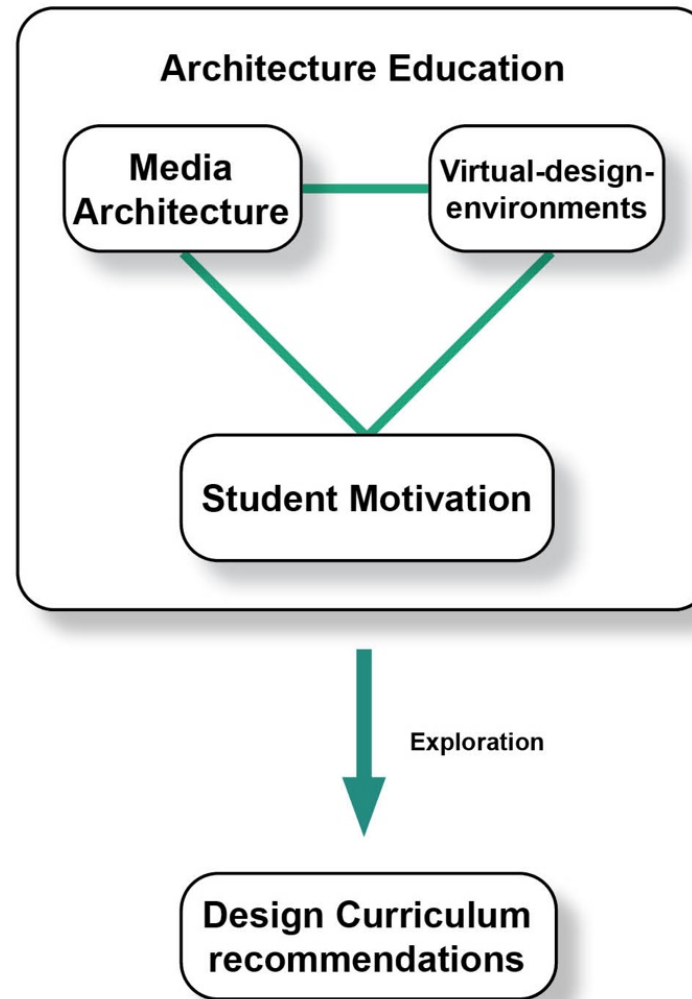
Waldemar Jenek

w.jenek@qut.edu.au

@Waldemar_Jen

11.11.2020

Overview

Research problem

- Need of developing education process
- Interactive structures and content Investigating dynamic user behavior
- be virtually immersed in the design

Study Purpose

- Qualitative study
- Advanced architecture students
- Design process of Media Architecture
- AR/VR
- Student Motivation
- Queensland University of Technology, Brisbane, Australia
- University of Applied Science Bochum, Germany

Research aim

- how students can be educated to use technologies to empower their creations in the design of Media Architecture

- Awareness for future architects

- Investigate tools in educational context
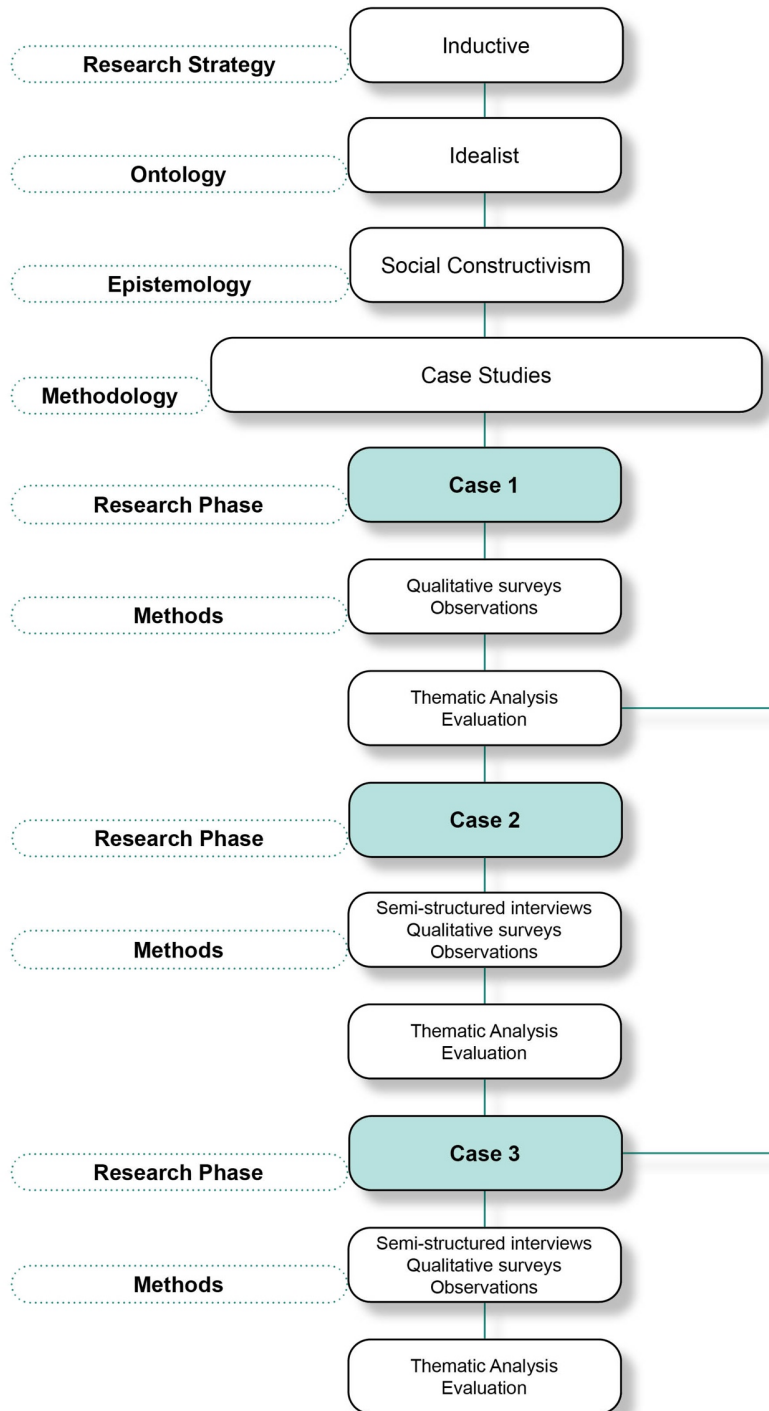
- AR/VR can improve learning outcomes
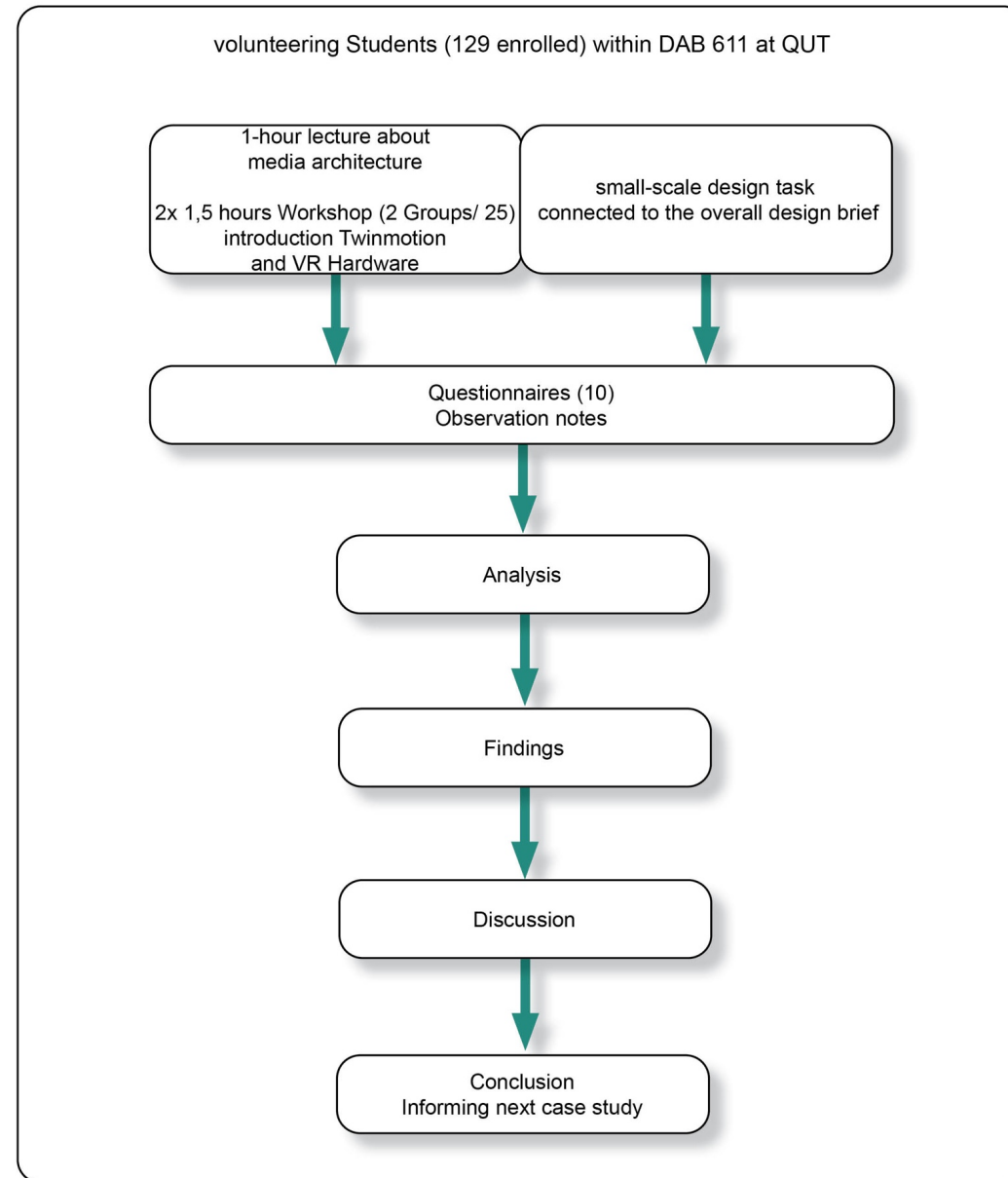
Data collection

Methods:

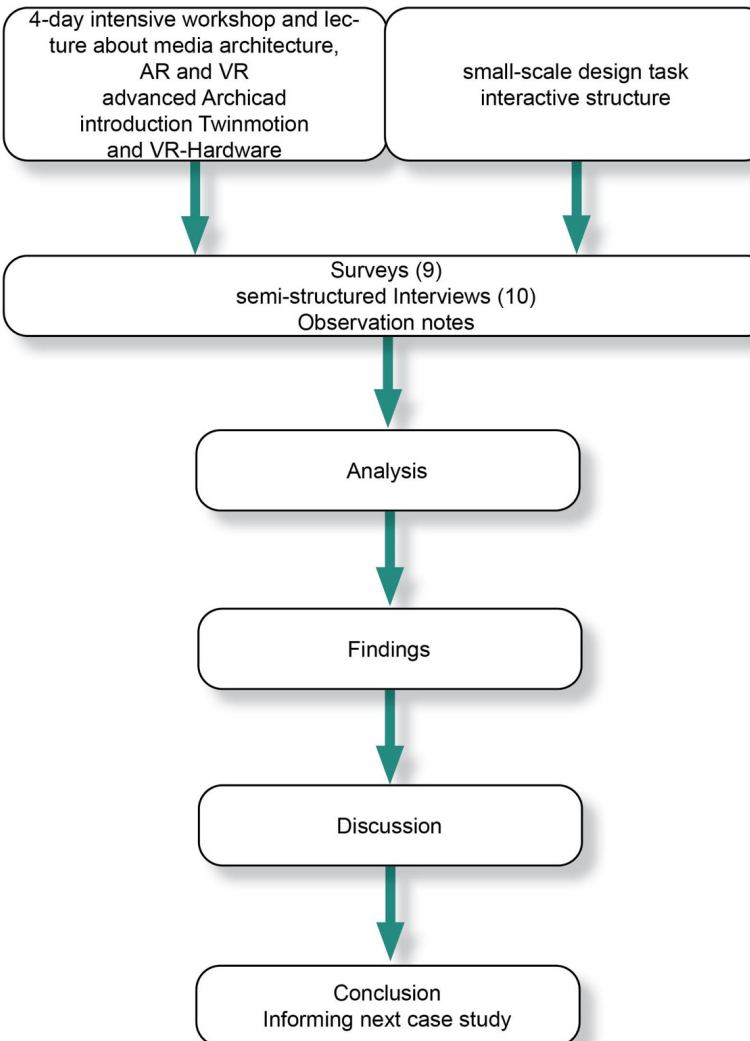- Surveys/ Questionnaire
- Interviews
- Observation

Analysis:

- Thematic analysis

Pilot Study 1 QUT

Procedere Case 2: Bochum University

volunteering Students (28 enrolled) within CAD Advanve Class HS BO

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┌─────────────────────────┐   ┌─────────────────────────┐
│ 4-day intensive workshop│   │                         │
│ and lecture about media │   │  small-scale design task│
│ architecture,           │   │  interactive structure  │
│ AR and VR               │   │                         │
│ advanced Archicad       │   │                         │
│ introduction Twinmotion │   │                         │
│ and VR-Hardware         │   │                         │
└─────────────────────────┘   └─────────────────────────┘
              │                            │
              ▼                            ▼
        ┌──────────────────────────────────────┐
        │            Surveys (9)               │
        │    semi-structured Interviews (10)    │
        │           Observation notes           │
        └──────────────────────────────────────┘
                          │
                          ▼
                    ┌──────────┐
                    │ Analysis │
                    └──────────┘
                          │
                          ▼
                    ┌──────────┐
                    │ Findings │
                    └──────────┘
                          │
                          ▼
                    ┌────────────┐
                    │ Discussion │
                    └────────────┘
                          │
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              ┌──────────────────────────┐
              │       Conclusion         │
              │ Informing next case study│
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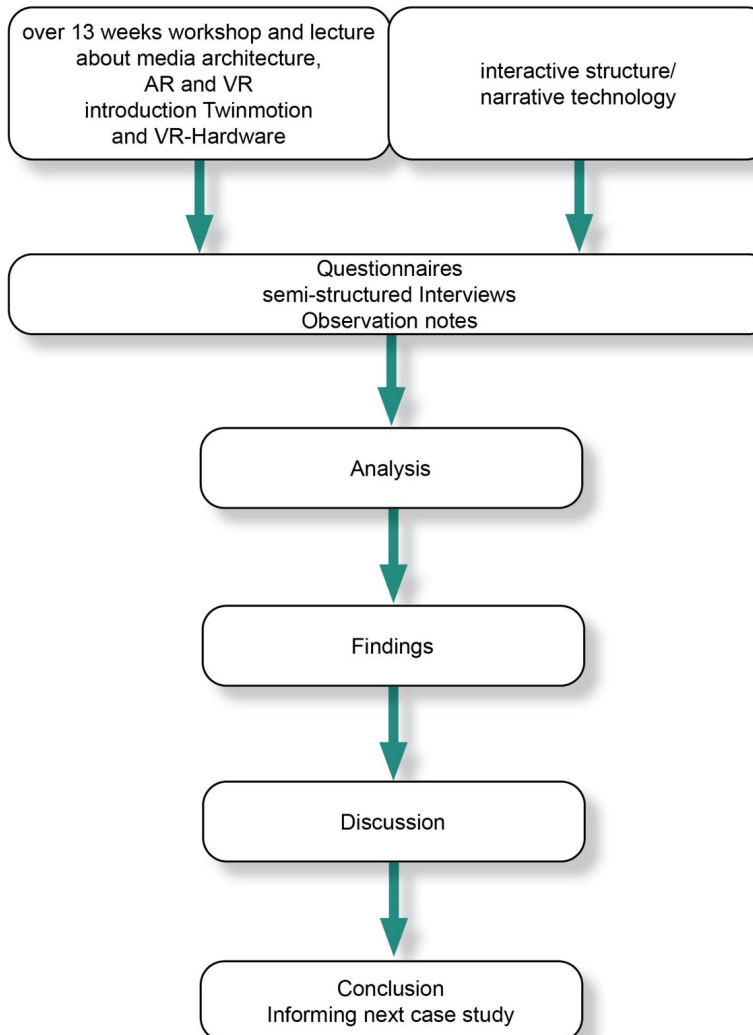
Case Study 2 HS BO

Project by Ahsen Cavlak

Procedere Case 3: DAN201 Queensland University of Technology

volunteering Students (108 enrolled) within CAD Advanve Class HS BO

over 13 weeks workshop and lecture about media architecture, AR and VR introduction Twinmotion and VR-Hardware

interactive structure/ narrative technology

Questionnaires
semi-structured Interviews
Observation notes

Analysis

Findings

Discussion

Conclusion
Informing next case study

Case Study 3 QUT

Into the Media Woods

Exploring media architecture education with virtual design environments tools

Waldemar Jenek

w.jenek@qut.edu.au

🐦 @Waldemar_Jen

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CSIRO

DATA 61

QUT Queensland University of Technology

360°

Case Study

Into the Media Woods