

Exploring User Centered Design Techniques in Architectural Models Using 3D Simulations

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The Plan

- To use simulated building models to provide a way to predict the actual use of the built environment
- To find correlations between the way users evaluate building simulations and the way they evaluate buildings

Purpose

The purpose of this research is to allow designers the opportunity to apply more user-centered and user-informed design techniques to the built environment before the environment is built

Current Objectives

- Our major tasks for this semester are to survey by testing users with the Buckley Air Force Base Aviation Support Facility building simulation and users of the real building
 - We will compare their evaluations for similarities and differences
- We are also exploring the option of creating a model in Second Life

Current Steps

- Submitted an application for exempt approval to the University Human Subject Research Committee
- Completed interviews/surveys with 6 users at Buckley
- Interviews/surveys scheduled with CU architecture graduate students to evaluate the building simulation next week
- We are still looking for additional building simulation evaluators