



affinity

home

pause points

landmarks

music

space and void

hobbies food

activity

Section III

Tracing Migration

Architects are often sensitized to designing by problem solving. This involves knowing the user, their needs, wants etc., as defined by the designers. However, what gets often subdued is the problem discovery and identification.

The purpose of design then shifts to creating what we call as 'better' environments that suit the settings and their furnishings to factor in the user (human characteristics) along with activities. What is better? For whom is it better? Why is it better and how does one know? To answer these it is imperative to disentangle the quandaries arising out of the complex relationships between culture, behavior and the built (in other words: the cultural, the social and the physical). A minor tweak in this relationship may carry long standing consequences which indicates that an evaluation post intervention is also essential.