Index

A

analysis-synthesis model 97
architects 49, 98
architecture in America 141
Aristotle 4, 6, 36, 203
art 113, 129, 131, 213
artificial intelligence (AI) 10, 168, 207
ascendancy 170
autonomous theories 167
autopoiesis 82, 123, 165
avatar 177, 179

B

Bacon, Francis 7
Barnlund’s transaction model of ICT 18
Bauhaus model of design 94, 99
beauty 51, 192, 202
black box metaphor 25

C

career satisfaction 153
cognitive architecture 71
Cognitive Load Theory (CLT) 71
cognitive model for design education 105
communication 17
complex adaptive system (CAS) 170
complexity theory 10, 81, 157
computer-aided design (CAD) 33, 43, 60
concept-test model 97
consciousness 71
constructionist design education 26
constructivism 67
creativity 24, 27, 117
brain activity 29
linguistics 34
types of 30
critical cultural theory 115
cybernetics 167

D

Descartes, René 7
descriptive non-factual statements 30
design 27, 79
  industrial 129
  methodology 97
  ontology 29
  skills 189
  social context 27
design-build projects 103
design education reform 99, 104, 107
design studio 93, 95, 98
design theory 27
determinism 13, 115
discipline of design 78
divergent thinking 28, 118
Dudek’s psychological report 58
Dutton, Thomas 99

E

empiricism 6
designing 55
designing design 179
designers 55, 123
ethics 36, 39, 69
  architecture 38
  communitarian 41, 51, 119, 138
  engineering 39
evironmentalism 31, 37, 102
  of avatars 182
  value theories 38
Eureka Phenomenon, the 25
experiential learning theory 74
expertise 152
Index

F
Feenberg, Andrew 3, 13
Fountainhead, The 53, 140
Freidson’s sociological model of professionalism 148
Freire, Paulo 68
functionalist model of communication 17
functional magnetic resonance imagining (fMRI) scanner 29
Function, Behavior, and Structure (FBS) design framework 32

G
Galle’s dilemma of reference 30
general system theory 169
Grinter’s engineering science model 31
Guilford, J.P. 28

H
hand drawing 34, 193
Heidegger, Martin 13, 115
heroic genius 140
history of architecture 139
history of engineering 142
Holzman Inkblot Technique (HIT) tests 59
human-computer interaction (HCI) 9, 22, 42, 83, 178
Hume, David 7

I
imagination 198
imaginative universals 80
Immersive Environments Laboratory (IEL) 188
indexicality 179
Information Age, the 19, 21
information and communication technology (ICT) 1
Information Society, the 19-20
Institute of Civil Engineers 144
Institution of Mechanical Engineers 144
instrumentalism 115
invention 28

K
Kant, Immanuel 8
Kolb, David 74

L
l’École des Beaux-Arts 53, 93-94
Ledewitz, Stefani 97
liberalism 68
linear causative model 118

M
Make-and-Test (MaT) pedagogical model 57
Marxist Reproduction Theory 68
Myers-Briggs Type Indicator (MBTI) 154

N
new morality 36
New Philosophy 6
new pragmatism 9
nominalism 30
Nye, David 3

P
paperless studio 106
phenomenology 10, 69
picture theory 207
Plath, Sylvia 25
Plato 5, 202
pluralist imagination 69
political perspective 68, 99, 187
positivism 9
post-positivism 9
practical intellect 131
praxis 37, 68
Problem-Based Learning (PBL) 26
professionalism 138

R
reflection-in-action theory 73, 94
research 80
rhizome 159
Romantic Age 202
Rorschach inkblot test 58
Royal Institution of British Architects (the RIBA) 140

S
Schön, Donald 73
Scientific Revolution 6
Second Life 185
Index

Serra, Richard 193
Shannon-Weaver model of ICT 17-18
Simon’s sciences of the artificial 57
situative model of learning 186
Smeaton, John 143
Soane, Sir John (1753-1837) 139
social efficiency perspective 67
social presence 180
social trust 138
Socratic method 57
sound building 53, 140
structuralism 25
sublime, the 192
substantivism 13, 115
sustainability development (SD) 40
symbolic logic 172
synapse 160

T
technical education 84
technology 1-2, 5, 12, 14, 16, 42, 56, 116, 127, 130-131, 211
Torrance Tests of Creative Thinking (TTCT) 29

transmission model 177
Tyler model, the 67

U
university education model 97
userscape 133

V
Vico, Giambattista 50
theory of image 51
Virtual Design Environment (VDE) 188
Virtual Design Studio (VDS) 188
virtuality 190
Virtual Learning Environment (VLE) 84
virtual reality (VR) 177, 211
virtual space 191
visualization 33
Vitruvius 48

W
Wright, Frank Lloyd 25, 98