

IMPACT OF SPATIAL QUALITY IN THE CREATIVE PROCESS IN ARCHITECTURE

A dissertation presented to the
Faculty of Architecture University of Moratuwa,
Sri Lanka for the M.Sc. (Architecture)



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From the beginning the nature of the study was a mixture of behavioral, philosophical and architectural knowledge. It was a state where the expected results were very faint.

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ABSTRACT

The fact that people act and behave differently in different settings, is a matter with many arguments. Main purpose in architecture is to modify such settings to promote, or inhibit, certain activities taking place in a given environment. Creative thought generation and impact of spatial quality or spatial experience is a matter, to be considered with many views, arguments, and theories.

Creative aspect is a matter of confusion, depending on behavior or habitual act. When considering creative process with many theories, it can be identified that cognitive approach and hypothetical approach seems to exist in defining the creative process, where the spatial impact on the process seems different.

In the hypothetical approach, theories exist that, certain clairvoyance is in existence from conscious to universal conscious levels. It seems, that certain information exist, which is beyond normal human being to approach, and the creative person is labeled as the person who can approach such information. Some times, they are labeled, as divine artists. Such dream like creative process also has many theories. Many of such theories end up with a stage of sudden creative solutions after a contemplative moment such as 'incubation period', and seems to be less depended on spatial experiences.

In the cognitive approach when analyzing deeper, it can be identified that how the spatial experiences influence in the thought process. It does not seem to have any impact on behavior and consequently the thought process, But certain environments seem to promote certain thought generations and consequently affect behavior, when it becomes a habit.

When considering empirical psychology, human beings always have certain built in functions to make order consciously, with what ever received through the senses. Whatever the spatial experience, all information is decoded with similar experiences, and transform in to, some comprehensible conscious order. This condition seems to be affecting the creative thought process, where the novelty or other alternative choices are inhibited. It seems to be an evolutionary condition, where the beings are not promoted to be creative. A certain spatial quality is a signal of food or death, and no choice for creative options.

Therefore to create novelty or to resolve a novel anomaly, is a matter of going beyond existing order. In architecture it seems that within very limited periods, certain orders, languages come in to play. Some basic norms seem to exist through centuries. Under such established norms it is difficulty to a person to step away from that framework of experiences, unless he was influenced by different spatial qualities, to be flexible in the thought process when dealing with such established norms. Unless non-routine, out of order and contradictory elements exists, to experience the creator, the creative work seems to be less creative, come within an order, and in the long run, only produce similar products and solutions.

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