

TESIS
PENGOPTIMALAN PROSES DESAIN ARSITEKTUR
DIGITAL UNTUK LOMBA MAHASISWA
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Master Thesis

優化建築學生競賽的數位建築設計流程
Optimizing Digital Architecture Design Process for Architecture
Student Competition

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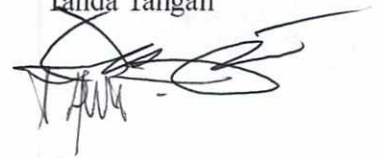
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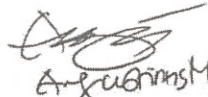
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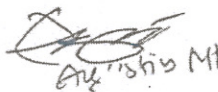
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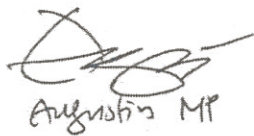
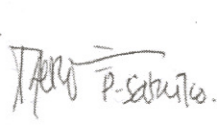
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Yang membuat pernyataan



David Chow

摘要

數位建築在教育領域中的應用發展，使得學生層級的建築競圖活動日益頻繁。然而，在數位設計流程、設計思維與技能方面，經常獲獎的學生與從未得獎的學生之間存在明顯差距。本研究旨在比較獲獎學生與一般建築學生在數位設計流程與設計思維上的差異。本研究的成果可提供教師、課程設計及學習狀態落後的學生產生助益，亦可作為建築設計思維與設計流程相關書籍的補充教材。本研究透過質性研究法，研究焦點放從構想設計（Conceptual Design）至方案設計（Schematic Design）設計階段，該階段為學術建築設計中最常見的格式，同時亦對設計思維與數位設計流程有最顯著的影響。為了能更全面地了解建築設計思維，必須自始至終觀察其數位設計流程。研究中針對獲獎學生與一般學生各進行了20個問題訪談，這些問題皆是透過理論驗證的整理，除此之外，並請受訪者針對獲獎學生提出建議性的補充提問。所有訪談內容皆轉錄成文字，進行比較分析後彙整結論。本研究以過去經驗為導向，其方法的限制在於可能產生資訊偏誤與記憶錯誤。然而，鑒於研究時間的限制，此研究方法仍為最合理的選擇。

關鍵詞：數位設計流程、設計思維、建築學生競賽、訪談、比較

Abstract

The development of digital architecture implementation in education increases the amount of architectural competition at student level. However, there is a gap in digital process and design thinking and skill between students who often won the architectural competition and the others who never won. In this research, it will compare the difference of digital design process and design thinking between the winner and average architecture student. This research can be beneficial to lecturers, curriculum, and left behind architecture students, and become a supplementary for books in architecture design thinking and design process. The method of this research is qualitative method. The research focused on the conceptual design to schematic design which is the most common academic architecture format. This phase is also the most impactful in design thinking and digital design process. To have a comprehensive finding in architecture design thinking, the digital design process must be researched from start to end. The average architecture and winner architecture student were interviewed 20 questions that have been validated theory reference and ask them to ask some suggestions for additional questions for winner architecture student. Then, all of the interviews were transcribed, and the result was compared and concluded. This research is past-experience oriented. The weakness of this method is the possibility of biasing information and false memory. However, based on time limitations, this is the most reasonable method to conduct.

Key Words: Digital design process, Design thinking, Architecture student competition, Interview, Comparison

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