

DCA International Conference 2021 | Vision 20 | 21: Perception to Execution Wed. Oct 20, 2021 - Sat. Oct 23, 2021 | Schedule in US Eastern Time Zone

Summary

Day 01, Wednesday, October 20, 2021

2:00 PM 3 Workshops. Mark O'Bryan: iPad Sketching, Lynn Craig: Urban Sketching, Matt Haffner & Liz Martin: Architectural Photography: The Pixel is the New Brick

4:30 PM Welcome. Opening. Host Committee/Organizers

Location: Design-II Auditorium or Zoom

Keynote 01: Yazdani Studio of Cannon Design – Mehrdad Yazdani

6:00 PM Reception & Hors D'oeuvres (Architecture Gallery)

Day 02, Thursday, October 21, 2021

8:30 - 9:00 AM Welcome. Conference Open - Coffee

9:00 - 10:15 AM Parallel Paper Sessions 1A, 1B, 1C. (11 papers)

10:15 - 10:30 AM Coffee Break

10:30 - 11:45 AM Parallel Paper Sessions 2A, 2B, 2C. (11 papers) 12:00 - 1:15 PM Parallel Paper Sessions 3A, 3B, 3C. (12 papers)

2:00 PM **3 Workshops:** Frank Ching: Freehand Drawing, Peili Wang: Water Color,

Henry Sorenson: Digital Sketching

Welcome. Conference Open - Coffee

5:00 PM Keynote 2: Dencity - Bryan Russell

Location: M-100, Textiles Auditorium or Zoom

Day 03, Friday, October 22, 2021

• 8:30 - 9:00

• 9:00 - 10:15	Parallel Paper Sessions 4A, 4B, 4C. (12 papers)
• 10:15 - 10:30	Coffee Break
• 10:30 - 11:45	Parallel Paper & Poster Sessions 5A, 5B, 5C. (6 papers + Poster Presentations)
• 11:45 - 12:00	Coffee Break
• 12:00 - 1:15	Parallel Paper Sessions 6A, 6B, 6C. (12 papers)

12.00 - 1.10 I didile i aper 0essions 0A, 0B, 00. (12 papers)

• 1:15 - 2:30 Lunch. Business Meeting for Invited DCA officers and selected registered participants

• 2:45 - 4:00 Parallel Paper Session 7A, 7B, 7C. (11papers)

• 4:30 PM Keynote 03: BIG | Bjarke Ingels Group – Kai-Uwe Bergmann

Location: Design-II Auditorium or Zoom

6:30 PM Conference Closing Dinner, Design Drawing Awards, Beginning Design, EAEA, DCA

Conference Announcements, and Acknowledgements

Location: Architecture Gallery





Full Schdule

Day 1

Wednesday, October 20, 2021 (US Eastern Time Zone)

Day 01, Wednesday, October 20, 2021

2:00 PM Zoom 3 Workshops (signed-up participants only)

Mark O'Bryan: iPad Sketching Lynn Craig: Urban Sketching

Matt Haffner & Liz Martin: Architectural Photography: The Pixel is the New Brick

4:30 PM

Workshop

Keynote

All Participants join in Zoom or Design-II Auditorium

Face-to-face Participants Pick-up registration package at Design-II Auditorium Welcome. Opening remarks and conference brief by Conference Chair and Host Committee/Organizers

Keynote 01: Yazdani Studio of Cannon Design - Mehrdad Yazdani

Location: Design-II Auditorium or Zoom



The Yazdani Studio of Cannon Design is a laboratory for exploration and experimentation in architecture. Established upon the reputation and leadership of award-winning designer Mehrdad Yazdani, the studio leverages the best attributes of a small design studio with the resources and reach of our global practice. The studio includes a diverse team of architects, designers, 3-D artists, technical specialists, and creative thinkers entirely committed to pushing the boundaries of design—from refining concepts of sustainability to the application of radically new technologies and urban initiatives.

6:00 PM

Reception & Hors D'oeuvres (Architecture Gallery)





Thursday, October 21, 2021 Paper Sessions 1A, 1B, 1C 9:00 - 10:15 AM



Paper Session 1A. Design Education: Perception and Execution Moderator: Kathryn Bedette, Kennesaw State University, USA (kbedette@kennesaw.edu)

Collisions: On Projections, Creativity and Architecture in the Liquid Society Alejandro Borges, Texas A&M University, USA.

Preconception in Process and Product: Conceptualizing Space from Artifacts Kristin M. Barry, Ball State University, USA.

Perceptual Inquiries: Constructing a Precise, Anonymous and Enigmatic Means of Perceiving the World Peter Goché, Iowa State University, USA.

Perception to Execution: Inheriting and Reconsidering the Known Object as a Means to Altering Preconceived Notions of Architectural Design Sean Burns, Ball State University, USA.



Paper Session 1B. Communication: Design Education Moderator: Michel Mounayar, Ball State University (mmounaya@bsu.edu)

Clientele: An Exercise in Learning to Design for Others. Adam Feld, The University of Louisiana at Lafayette, USA.

Evolving the Tradition. The introduction of digital technologies in a classically structured curriculum Giuseppe Mazzone, University of Notre Dame, Indiana, USA

The Soul of the Sketch Harry A. Eggink, Ball State University, USA.

Learning in the Lab: Examining the Design Communication Teaching Environment in a Digital Era Tim Frank, and Selen Okcu, Kennesaw State University, USA.



Paper Session 1C. Design: Parametric and Performative Moderator: Anette Kreutzberg, The Royal Danish Academy of Fine Arts, Denmark (anette.kreutzberg@kglakademi.dk)

One Stop Shop: Extended Reality for concurrent design and fabrication. Dave Lee, Clemson University, USA.

Enhancing Architectural Possibilities via Coordinated Digital Models Jeffrey Collins, Kennesaw State University, USA.

How digital tools are changing architecture education Laurent Lescop, and Olivier Chamel. AAU-CRENAU Nantes, France. FAMU, Florida, USA.. France, USA.





Thursday, October 21, 2021 Paper Sessions 2A, 2B, 2C 10:30 - 11:45 AM



Paper Session 2A. Education: Beginning Design Strategies Moderator: Arief Setiawan, Kennesaw State University, USA (asetiawa@kennesaw.edu)

[re] MAKE _ A Platform for the Beginning Design Student to Understand Iterative Process Kate O'Connor, Marywood University, USA.

A Variation On Narrative Perception In Beginning Design Margaret McManus, Savannah College of Art + Design, USA.

A pedagogical approach utilizing manual means for the expression of sonic fields Selen Okcu, Kennesaw State University, USA.

Surrealist Games and Exotic Names: Collaborative, iterative, and generative exercises in drawing and making Lohren Deeg, Taylor Metz, Richard Tursky, Ball State University, USA.



Paper Session 2B. Media Convergence: Analog and Digital Moderator: Sean Burns, Ball State University, USA. (sfburns@bsu.edu)

Sketching Artificial Lighting Design with Scale Models and VR Anette Kreutzberg and Karina Mose. The Royal Danish Academy of Fine Arts, Denmark.

Craft Game-Based Responsive Architecture: A Game-Based Methodology for Designing Responsive Architectures Farzaneh Oghazian and Felecia Davis. The Pennsylvania State University, USA.

Collage Frameworks Applied to "The Cabin in the Woods" Mark O'Bryan, University of Kentucky, USA.

Both/And: Blending Analog and Digital Techniques in Design Communication Tim Frank, Kennesaw State University, USA.



Paper Session 2C. Tool: Digital Design

Moderator: Jeffery Collins, Kennesaw State University, USA. (jcoll133@kennesaw.edu)

Creating a new Drawing Tool Nathan Howe, Kansas State University, USA.

Methodology framework for Digital Design Pedagogy: Comparative analysis of Architectural Studios Quratulain Asghar and Syed Muhammad Zille Ali Naqvi, University of Engineering and Technology Lahore, and at Studio, Pakistan.

A Refuge for Refugees: An Architectural Intervention in the City of Clarkston Arash Soleimani, Zamila Karimi, and Giovanni Loreto, Kennesaw State University, USA.





Day 2 Thursday, October 21, 2021 **Paper Sessions 3A, 3B, 3C** 12:00 - 1:15 PM



Paper Session 3A. Drawing: Tool: Digital and Physical Design

Moderator: Steven Juroszek, Montana State University, USA (stevej@montana.edu)

Making: Rejuvenating the 'Physical' Design Tool Mohaimeen Islam, Bangladesh University of Engineering & Technology, Bangladesh.

Traditional Kathmandu Valley – A smart city by itself Pranita Sharma Pandey, Kathmandu Engineering College, Nepal.

Stitching Details: Digitizing Textile Crafts for Architectural Designs Virginia Ellyn Melnyk, Tongji University, China and Clemson University, USA.

3D Reconstruction Based on the Visual Structure of Chinese Hand-scroll Painting. Yang Lu and Laurent Lescop,. Hochschule Anhalt, and Ecole Centrale de Nantes, France.



Paper Session 3B. Drawing: Perception and Execution
Moderator: Henry Sorenson, Montana State University, USA (henrys@montana.edu)

Freehand drawing in early architectural design process. Adulsak "Otto" Chanyakorn, Kansas State University. USA.

Narrative in Architectural Renderings Brock Terwilleger and Michael Chisamore, University of Memphis, USA.

Innovative Drawing for Empathy-Driven Design.
Donna Colebeck and Leslie Hankey, Kennesaw State University, USA.

Integrating Data Visualization Tools to Project Scheduling Hussein Abaza and Ethel Milian, Kennesaw State University, USA.



Paper Session 3C. Moving Images: Time Based Media in Design and Representation Moderator: So-Yeon Yoon, Cornell University, USA (Sy492@cornell.edu)

Mech[Animal]Sitelessness (MAS) Alpha. Ebrahim Poustinchi, Kent State University, USA.

A Primer on Architectural Alchemy: Collaging Disciplinarity in the Kaleidoscopic Kory Beighle; University of Cincinnati, USA.

Actor's Spaces: Character and role immersion in the study of architecture Michel Mounayar, Ball State Universit, USA.

Use of color and lighting in production design (film set design) to create an Ambience through Artificial Intelligence
Sivakumar Vijayan, Seedroot Design and Technology, India.

Workshop

2:00 PM Zoom 3 Workshops: Frank Ching: Freehand Drawing,

Peili Wang: Water Color,

Henry Sorenson: Digital Sketching

5:00 PM

Keynote 2:

Dencity - Bryan RussellLocation M-100 TextilesAuditorium or Zoom









Bryan Russell founded Dencity in 2000 in Atlanta to fulfill his desire to design modern residential architecture. Bryan Russell believes that design, no matter the scale, is inherently equal, and of the pure beauty in how the details come together to create the whole. The design team at Dencity are invested through the life of their projects from early design through construction to ensure that the finished project is everything they dreamed it to be. This involves exploration and critical thinking, material research, contextual analysis, strong drawings, continuous pricing and construction schedule reviews from design until client move in, and exhaustive construction quality control.



Friday, October 22, 2021 Paper Sessions 4A, 4B, 4C 9:00 - 10:15 AM



Paper Session 4A. Design Education: COVID-19 and Teaching Topics Moderator: Rebecca O'Neal Dagg, Auburn University, USA (onealrg@auburn.edu)

Flipping the Studio: Architectural Skills 1011-2 for Architectural Engineering Students. Eric Todd Inglert, University of Cincinnati, USA.

The Evolutive Culture of the Architectural Design Studio: From the Beaux-Arts to Virtual Design Studios Henry Tsang, Athabasca University, Canada.

Constructing Perceptual Environments: A Hands-On Theory for Interior Architecture Kevin Moore, Auburn University, USA

Form Generating Knowledge: Research in DCA Arief Setiawan and Christopher Welty, Kennesaw State University, USA.



Paper Session 4B. Analysis and Interpretation: Conceptual and Built Moderator: Tim Frank, Kennesaw State University, USA (tfrank2@kennesaw.edu)

Literature and poetry at the service of architectural design Gregory Brais Sioui, Université Laval, Canada.

Deepfake Architecture: Representations of Subjective Realities James F. Kerestes, Ball State University, USA.

Mapping Agonism: Design, Democracy and the Space of Encounter Joern Langhorst, University of Colorado Denver, USA

Envisioning for Posthumanist Design Kathryn Bedette, Kennesaw State University, USA



Paper Session 4C. Pedagogy: Beginning Design

Moderator: Roman Montoto, Milwaukee Institute of Art and Design, USA (romanmontoto@miad.edu)

Learning to See: Seeing, Making, Thinking. Arief Setiawan and Christopher Welty, Kennesaw State University, USA.

Design of a video games art museum: Concepts, design process and educational values of a design studio project Danilo Di Mascio, The University of Huddersfield, Huddersfield, United Kingdom.

The Abstraction of Order Systems. Teaching Ideation Strategies Carlos L. Marcos | University of North Carolina Charlotte, USA – University of Alicante, Spain

The Impact of Cognitive Style on Spatial Perception Utilizing Varying Modes of Design Communication Tonya Miller, Catherine Kendall, & Eun Young Kim. University of Tennessee at Chattanooga, USA.





Friday, October 22, 2021 Paper Sessions 5A, 5B & Poster Session 5C 10:30 - 11:45 AM



Paper Session 5A. Analysis and Interpretation: Conceptual and Built Moderator: Michael Carroll, Kennesaw State University, USA (mcarro42@kennesaw.edu)

Investigations in Graphic Communication Moh'd Bilbeisi, Oklahoma State University, USA.

Exploration for productive learning spaces: a shift from enclosed to shared spaces Murat Sahin, Muhammad Kabir Balarabe. Özyeğin University, Turkey.

A new Modernism and the National Capitol Complex of Bangladesh Dilruba Ferdous Shuvra, University of Wisconsin-Milwaukee, USA



Paper Session 5B. Drawing: Digital, and Smart Environment
Moderator: Danilo Di Mascio, PhD, Uni of Huddersfield, UK (d.dimascio@hud.ac.uk)

Tablet-Based Digital Painting as Architectural Drawing: A Case-Study Analysis Grant Alford, Kansas State University, USA.

iPad Pro/Apple Pencil/Procreate Observation Drawing Henry E. Sorenson, Jr., Montana State University, U.S.A.

It's Finally Time for Real-time Photorealistic 3D Rendering: Pilot Studios - Lessons Learned and Factors to Consider So-Yeon Yoon, Cornell University, USA.



Poster Session 5C
Moderator: Zamila Karimi, Kennesaw State University, USA (zkarimi@kennesaw.edu)

Hina Irfan, Zara Amjad, Sara Assad, Hassan Wajid, Gulzar Haider. Beaconhouse National University, Pakistan Looking Beyond a Surface

Kei Tomita, Kennesaw State University, USA Bringing Instructional Design Perspectives to the Interaction Design Education: A Case of a User Interface Design Course

Lora Kim, Associate Professor | Wentworth Institute of Technology, USA Inclusive, Hybrid, & Multi-Disciplinary | Collage & Architecture

Peili Wang, Savannah College of Art & Design, USA Freehand Section Perspective





Friday, October 22, 2021 Paper Sessions 6A, 6B & 6C 12:00 - 1:15 PM



Paper Session 6A. Design Education: Perception and Execution

Moderator: Joern Langhorst, Univ of Colorado Denver, USA (Joern.Langhorst@ucdenver.edu)

Architecture as Site Prosthetics: The Artificial Terrain and the Vision Machine. Catty Dan Zhang, University of North Carolina at Charlotte, USA.

Structural Blindness and the Vision of Intersectionality Michael Carroll, Kennesaw State University, USA.

Verb List: A Guide to the Honing of Materiality and Digital Craft Rachel Dickey, University of North Carolina Charlotte, USA.

Architectural Sociology Applied to the Design Process: the axiology of space. Thomas M. Lesko, Wentworth Institute of Technology, USA



Paper Session 6B. Drawing: Analog Strategies in Education
Moderator: Mark O'Bryan, University of Kentucky, USA (m2@iglou.com)

Curricular Continuity | a two semester drawing syllabus Brian Dougan, American University of Sharjah, UAE.

Illustration and Design Thinking Methods in Landscape Rebecca Heavner, University of Colorado Denver, USA.

Engaging Representational Imagination through Charcoal Drawing of Architecture Stephen Temple, University of Texas at San Antonio, USA.

Filling the Field of View: Rome 2092

Steven P. Juroszek and Christopher Livingston, Montana State University, USA.



Paper Session 6C. Communication: Design Education

Moderator: Moh'd Bilbeisi, Oklahoma State University, USA (mohd.bilbeisi@okstate.edu)

In Search of the Big Idea Simon M. Bussiere, University of Hawai'i at Mānoa

Notions of the Sublime and Design Communication Michael Chisamore, University of Memphis, USA.

Visualizing Curricula: Data Visualization Methods for Non-Linear Curriculum Mapping Jacklynn Niemiec, Drexel University, Philadelphia, USA.

Foundation Design: Piranesi's Cage

Rhett Russo, Rensselaer Polytechnic Institute, USA.



1:15 - 2:30 PM: Lunch. Business Meeting





Day 3 Friday, October 22, 2021 Paper Sessions 7A, 7B & 7C 2:45 - 4:00 PM



Paper Session 7A. Environment: Sustainability, Natural Preservation, and Heritage Simon Bussiere, University of Hawaii, USA (Bussiere@hawaii.edu)

Architectural Interventions on the Banks of Ichamoti River, Pabna, Focusing Community Interaction Catherine Daisy Gomes, Simita Roy, Bristi Majumdar. Bangladesh University of Engineering and Technology, Bangladesh

An Adaptable Modular System: A Context Responsive Approach Towards Designing Affordable Housing for Lower Middle Income Group in Savar, Dhaka

Md Tariquzzaman, Bangladesh University of Engineering and Technology, Bangladesh.

Architect's Perspective on Barriers and Drivers of Sustainable Architecture in Nigeria Monday Chris Elimisiemon, Kaduna State University, Nigeria.

Perceiving and Executing Sound Environmental Design Strategies – A global visual framework Sanwar A. Sunny and Kamrun Nahar, University of Baltimore, USA, and North South University, Bangladesh



Paper Session 7B. Social and Urban: Environment and Intervention Salim Elwazani, Bowling Green State University, USA (selwaza@bgsu.edu)

Urban Innovation through the Partnership of Citizen Activists and Pioneering Design Organizations Meliti D. Dikeos, Wentworth Institute of Technology, USA.

Representing Renovation: Pedagogical Tools for Design Interventions Ryan Roark, Georgia Institute of Technology, USA.

The Illuminated Interior: Developing Surface Effects for a Downtown Public Library Kevin Moore and Matt Hall, Auburn University, USA.

Rethinking circulation pattern in urban market at Dhaka Tanvir Hasan, Bangladesh University of Engineering & Technology, Bangladesh.



Paper Session 7C. International Topics
Moderator: Ameen Faroog, PhD, Kennesaw State University, USA (afaroog1@kennesaw.edu)

Public Art: From Karachi Biennale to the Killing Fields of Karachi Sana S. Burney, Indus Valley School of Art and Architecture, Pakistan.

Rethinking Hospital Physical Environment in the Context of Developing Country Syeda Saika Sudah and Nayma Khan. Bangladesh University of Engineering and Technology, Bangladesh

Object of Curiosity

Zara Amjad, Sara Assad, Hina Irfan, Hassan Wajid, Gulzar Haider. Beaconhouse National University, Lahore, Pakistan.

• 4:30 PM

Keynote 03: BIG | Bjarke Ingels Group – Kai-Uwe Bergmann Location: Design-II Auditorium or Zoom





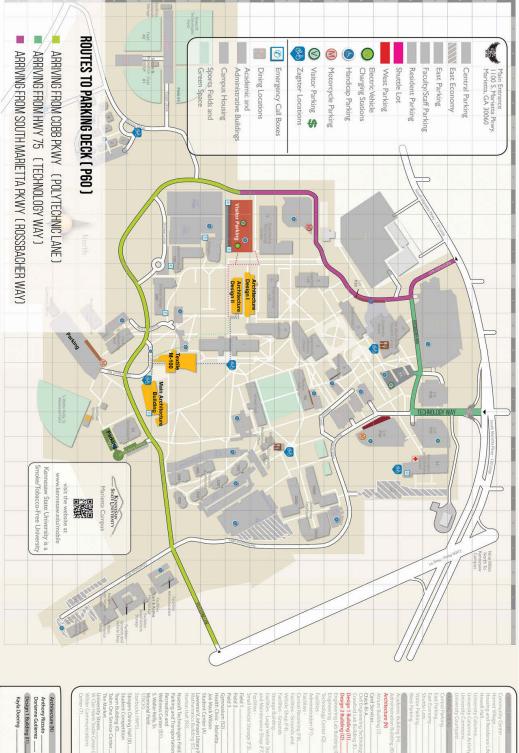
Kai-Uwe Bergmann, FAIA is a Partner at BIG who brings his architectural expertise to proposals around the globe, including work in North America, Europe, Asia and the Middle East. BIG is a Copenhagen, New York, London, Barcelona and Shenzen based group of architects, designers, urbanists, landscape professionals, interior and product designers, researchers and inventors. "We believe that in order to deal with today; challenges, architecture can profitably move into a field that has been largely unexplored. A pragmatic utopian architecture that steers clear of the petrifying pragmatism of boring boxes and the naïve utopian ideas of digital formalism." BIG's architecture emerges out of a careful analysis of how contemporary life constantly evolves and changes.



Conference Closing Dinner, Design Drawing Awards Conference Announcements from Beginning Design, EAEA, and DCA Remarks and Acknowledgements







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