



## CALL FOR PAPERS

- 16.07.2012 first call for abstracts
- 03.09.2012 second call for abstracts
- 15.11.2012 submission of abstracts
- 15.01.2013 notification of accepted abstracts
- 01.03.2013 submission of papers
- 30.06.2013 final papers submission

## SCIENTIFIC COMMITTEE

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## REVIEW PROCESS

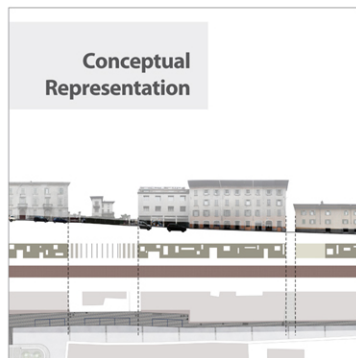
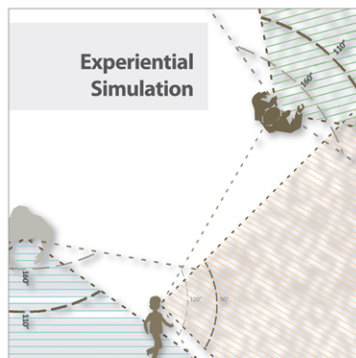
double blind review of abstracts  
and papers

## PUBLICATION

selected full papers will be  
included in the ISBN publication  
of the proceedings

## OBJECTIVE

To investigate the role of visualization as a tool for conception, verification, evaluation and communication of architecture and space. In particular we intend visualization as a platform for experimentation, exploration, research, user participation and teaching.



## GENERAL INFORMATION

The call is open to researchers, teachers, students and professionals involved in architectural and urban simulation with emphasis on perceptual and environmental aspects (please, refer to the three tracks below). Participants are asked to register and to submit a paper (call for papers) or simply take part as auditors; a poster session will be organized as well. The scientific committee will provide a blind review of the papers. Keynote speakers, experts in the field of architectural and urban simulation, will be invited.

## Track 1

**Visualizing Sustainability: making the invisible visible**

The first track will explore how the representation can enhance sustainability as a tool in architecture and urban design, in order to communicate, anticipate and improve design. Often sustainability issues are invisible to the human eye (think about pollution or noise), and this is one of the reasons why some topics receive less attention than others. We argue that a scientific investigation of both visualization and communication modalities related to environmental aspects plays a crucial role in achieving a more sustainable society. Sustainability is intended here in a very broad sense, including not only environmental issues but social and economic aspects as well. Hence, how do invisible and intangible values, emerging both from within the location (the existing) and from designers point of view (new, added to the place), are simulated and communicated within the design discipline?

## Track 2

**Experiential Simulation: the sensorial perception of the built environment**

The second track will focus on the perception of the built environment, in order to explore techniques to integrate sensorial aspects in the design process. Visual-, sound-, smell-, tactile- and kinesthetic-scapes will be investigated as tools to describe, design, evaluate and communicate the built environment.

The outcomes of a design project can be conceived and anticipated in abstract terms (concept), but can be perceived only in an experiential way (experience). The visible and invisible elements of the built and natural environment have a great influence in everyday life, but are seldom disclosed in the design and evaluation process. Hence, how to consider these aspects in the design phase? How to anticipate and simulate them in an effective way?

## Track 3

**Conceptual Representation: exploring the layout of the built environment**

The third track will investigate aspects concerning the conceptual (abstract) visualization, and therefore, the layout and the grammar of the elements of the architectural and the urban space. Different techniques and forms of representation, from hand drawing to sophisticated CAD and beyond, offer different opportunities for the design process and the communication of architecture.

We will explore how different techniques of representation impact the design phase and thus the final project output. A specific focus will be dedicated to new software and technologies: how do advancements change the way of thinking and working, and which opportunities and problems do they open in terms of designing and communicating architecture?

## ORGANIZATION

laboratorio di simulazione urbana  
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Abstracts should be sent via e-mail to:  
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You can find the template for abstracts on our conference website, together with more information about important conference dates and the European Architectural Envisioning Association

## REGISTRATION

€ 300 regular fee

€ 230 fee for students

the fee includes one copy of the conference proceedings, lunches, coffee breaks, the social dinner, and the excursion

[www.eaea11-2013.polimi.it](http://www.eaea11-2013.polimi.it)

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