

Title	画像の自由選択によるユーザ感性要求の構造化に関する研究 - 建築デザインの事例研究 -
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[Abstract]

This research aims to propose a method to grasp the user KANSEI Requirements (from now referred to as KR) by focusing on the user KR which tend to become tacit knowledge in the early stages of the design process, using architectural design as an example. By using the proposed method, not only will the design process of architectural design become more efficient, but it will also contribute to architectural design and design activities in general and will lead to discussions not only in architecture and design studies but also in Knowledge Science research activities. It is meaningful to deepen.

In proposing this method, we consider the search for user KR through the discussion of previous research, and consider how user KR are searched in general design process models, and how they are used in the initial process of design. Proposals are made after examining what the method of exiting should be.

In the initial stage of the design process, it is generally considered difficult for users themselves to clearly explain in language what kind of KR they have. On the other hand, it is possible for the user to select an image that matches the user own KANSEI from existing images such as photographs and images for an object to be designed from now on. Using this feature, we consider existing environmental psychology research methods that use images, and combine existing methods to propose a "Estimation Method of Evaluation Structure Based on User KR by Freely Selecting Images".

First, we experimented with the method of estimating the evaluation structure based on the user KR by freely selecting images, and showed that it is possible to grasp the KR from the estimation of the evaluation structure based on the user KR. Next, by applying this method, we conduct an experiment to estimate the evaluation structure based on the user KR, and show that it is possible to grasp the user KR from the estimation of the evaluation structure based on the user KR. Using the KANSEI words identified in this experiment, we also experimented with a method for inferring the function of the user KANSEI, and show that it is possible to estimate the function of KANSEI based on the user KR.

In addition, we show that it is possible to create design ideas from the grasped the user KR, and consider the improvement of the user KR and creativity in design. In addition, from the comprehended the user KR, from the reflection on the design idea, the issue of this method is shown. In addition, we show that the proposed method can be used in the practice of housing design, and evaluate the customer satisfaction of the completed house with the acquired evaluation words to show the practicality and the issues of this method.

Keywords: Creativity, Design, Architectural Design, Kansei Requirements, Kansei