



The germination of Design - a fruit for young Architects

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Abstract: Human beings are surrounded by design, so much so that it has become a significant part of life in day-to-day activities. More importantly, designed space plays an instrumental role in the up-gradation of life standards by enhancing the quality of life, enhancing convenience and comfort to life and plays an instrumental role to pull off the abundance of luxury to life. This begins with the sprouting-up of design that starts with the ideation springing up from an individual's imagination. The designers consider simultaneously the multitude of tasks implemented through the process to take the project to a great height, through generating a sequence of outcomes that result in the most miraculous possibility of life.

Index Terms - Cognitive Iterative, Crits/Review, Germination, Ideation

I. INTRODUCTION TO ARCHITECTURE DESIGN

Architecture design is much more than a subject; as it can bring radical transformation in society to upgrade the living standard of human beings. The purpose of Architecture Design is to enhance the quality of life in a way that no creature can. The young architects, the real future can play a significant role in fulfilling this. It is the deliberate effort of awareness and understanding the process and put it into action.

This is because; Architecture design is an active sport, not a spectators sport. It is a multilevel process, multiple tasks and multiple dimensions ought to bring about into design. Designers ought to be active in everything around, so much so that their instinct, skills, and experience ignite the consciousness, awareness, and activism in people. The designed space can bring the feeling of overwhelming in a better way to creating well-being in the neighbourhood, enhancing convenience and comfort to life and an abundance of luxury to present life.

The real design process is required to meet this, which starts with the germination of design.

II. GERMINATION - THE ORIGIN

The design starts with an idea, which refers to a design idea. The germination of an idea comes from one thought, springing from an individual's imagination.

No one is born extraordinary, only an extraordinary idea makes someone extraordinary. Putting up these extraordinary ideas into the design process will make design extraordinary. The transmitting of these ideas in the building can take shape of an iconic building, a landmark.

To meet this foot, the extraordinary idea needs the support of understanding of users, the user profile group, how people behave, think, and their conditions like socio-economic level etc. All along, Immersing in the present physical environment such as context, climate, topography, vegetation, etc take the designer's journey to a deeper level of understanding.

The knowledge of all these creates new insights into possible directions at the first idea stage and start developing a new way of viewing the project.

III. THE SPROUTING UP OF COGNITIVE ITERATIVE IN DESIGN

Design is a voyage of discovery that takes the project to a great height, through generating a sequence of outcomes. It is also a shift to highly coordinated activity, which may turn to an almost miraculous possibility of life.

It is almost impossible to put the process down at a time sequentially, because developing the design idea is a cerebral process. This undoubtedly requires skills, experience, and understanding of past and future to enhance the present life standard. The ideas are fundamentally based on memory and imagination.

Memory is related to experience & imagination is related to all the possibilities of the future. The information of remembrance of an entire life can be projected to creating possibilities for the future. In other words, both faculties are tremendous possibilities to bring about a radical transformation in the present.

The next stage is attention, alertness, and awareness. If Architect is aware of the area of concern, he will find the solution. If he is alert enough, then he will make sure that his thoughts are executed deliberately.

The alert mind leads to Attention, which is a tool for the designer to gather data related to the project, whereas awareness is directly related to users' life, their thinking behaviour, feeling, along with the functioning of life and its functioning intensity along with consciousness. This psychological act of mind takes the shape of existential when transforms to physical form through the journey of design process.

The motive is to transform it to the real well-being of human beings because the need of well-being of life is needed to be super strong.

With the help of Attention, Alertness, and awareness mind generate the knowing in the form of information which opens up intellect to new ideas at the first phase. This takes the shape of knowledge to begin thinking on the ideas in phase two. The next phase that is in phase three, the thinking to doing is knowledge transcending to wisdom, which translates into everyday behaviour. This has the potential to bring about quality in life and possesses the instinct to bring about possible solutions to problems through the sprouting of ideas.

This is the stage when the *transformation of ideas takes physical form.*

IV. TRANSFORMATION OF IDEAS TO PHYSICAL FORM

4.1. Sprouting from germination- the ideation

Conceiving being pregnant and then actually giving birth is the natural spontaneity of life. On a similar path, the designers pave the path of a broader linear journey of the design process from germination, to sprouting, to real thinking to the idea to be implemented tangibly. Although, the idea involved can be well thought of or can be even coincidental most of the time, which is a fluky goal, a black box concept.

During the design process, stimulating free-thinking and out-of-the-box thinking lead to innovation in ideas to generate new solutions to the problems. This is accepted, improved, re-examined, or even rejected sometimes on the basis of user experience, well simulated at the initial stage.

Design thinking should not be seen as a concrete and inflexible approach to the design, rather it is a problem-solving process to find solutions creatively to fulfil sensibly the needs, values, and aspirations of the user profile group. It clearly needs design methods, process, and approach. The designer must consider simultaneously a multitude of tasks implemented through the process.

4.2. The design brief

To fulfil the basis of the project brief, an understanding of the problem, a brainstorming session should be involved completely.

During the studio, the design brief is designed to keep in mind the user profile group with their tangible and intangible requirements and their possible aspirations from the space. Whilst in the profession the information glean from the client and other related hierarchy of the user-profile group. This gives added information to negotiate a well-thought design brief.

It can well be related to the skill transfer thing going on in the beginning. It is impressive to get many observations quickly out of the user and their conditions. The situations are very well valued to understand the agenda completely. This is needed to put forward well-negotiated proposals, which are more active and propositional. All along, the design brief includes the area of concern also. As it is a fact that if an architect is aware of the area of concern, he will find the solution through stages of the methodology.

4.3. Stages of methodology¹

The design methodology is the accumulation of series of steps, actions, or events that consist of a number of stages in series or parallel sometimes.

The stages are further explained as under:

- i. Focusing on the users, their needs, behavior, socioeconomic conditions helps designer's to gain insight into them.
- ii. Put together the gathered and created information in the form of data, so as to define the problem tangibly..
- iii. Putting subjective observations on the potential of the site, which includes the understanding, experiencing the place to be recorded on ground findings. This helps to find the mobile and dynamics of intangible atmospheric and humanity aspects to be able to set ambitious goals for projects of any scale.
- iv. Framing and enlisting physical and metaphysical requirements of the project.
- v. Cultivating the understanding, identifying, state, or defining the design problem.

- vi. The brainstorming on the design brief improves the understanding. After redefining the problem, a better and improved understanding of the project is developed.
- vii. An innovative proposal is made with Open mindset, which is called concept.
- viii. Get obvious solutions out of the head; drive thinking beyond that to find better solutions.ⁱⁱ
- ix. An experimental approach in the concept increases the innovation in the potential of possible solutions. This is a step beyond the obvious solution.
- x. Outside the box thinking, the wild idea is a Creative approach, which unveils a variety of options in innovation.
- xi. The breaking down of the ideas is required through analytical thinking, which is encouraged in an earlier process stages..
- xii. The methodology or the style of thinking leads to creative solutions after seeking rationality to find solutions with the help of feedback to analyze to be able to fit the solution to the context.ⁱⁱⁱ

The design solutions are not meant for recopies as no catalogs could substitute an Architecture Design, because each site has particular unmatched context.

4.4. Context

Every site has its surroundings; backdrop, climate, topography, vegetation, atmosphere, ambiance, mood, feel, etc are weaving together in the context. A building cannot be designed on an isolated site, as these are located in an Urban Fabric, or rural settlement, or Suburban composition.

4.5. Transforming Ideation to reality

Ideation is the process to generate ideas and find solutions pragmatically. The difficulty lies to imagine the existing absolute reality that can happen in the future. Because any form changes its scale depending on location and atmospheric conditions. Going back-forth between scales like part to whole and whole to part, helps the designer to move through the ideas into the project. This is part of the representation of the design process, which enables him to go wide in terms of concepts and outcomes.

Using this serendipitous experimentation and experience in a series of doodling/ sketching/ physical models, these playful practices are required to lead to a proposal. Since this exists on paper, so there is always scope to improve upon with alternate options at any stage.

Although, There can be sometimes uncomfortable situations due to fluctuating control over the project. But to make it workable alternative solutions are useful to take form. All these ideas must be communicated just to make others also understand. This communication can be verbal and graphical in form of models, drawings, sketches, etc. The deliberate reviews are required to contemplate areas of concern which can be done by crits/ critical judgment.

4.6. Importance of crit/review

A crit/ critical judgment/ review is used to develop the idea in a better way. Critical judgment places an important role in solution making, as a comprehensive and deliberate study is required of every option available to solve bigger problems. The conflicting ideas help to touch upon sensitive parts of the project to be able to work out in the process.

More perspectives on a single thing will broaden your scope of thinking. Most things can be done in more than one way. So work with an open mind and accommodate the suggestion of users as well-if available, if not then the simulation is predicted, imagined, and perceived to find a better solution

V. CONCLUSION

The design idea is always restless which is the expression of the sense of place and so responsive in its form to the site. The cycle of the design process is not static; it varies right from its origin. Therefore, the variable and fluctuation of ideas are required to be controlled when a required rationale is developed for communication to make it real and to give it to physical form. Be what a designer wants the world to be, is a holistic approach to think about what might happen in the future. This helps him to carry out the ideas to upgrade users' lifestyles by looking at the bigger context. These ambitious goals of designers keep up interest in human living conditions.

This Invoking energy contributes towards other's empowerment to raise the frequency of the people to adaptive to an ever-changing society and stimulates a big impact on global consciousness. This is the real well-being of human beings, which does not lie in stagnation but is sprouting and growing and multiplying.

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