Athens Institute for Education and Research
ATINER
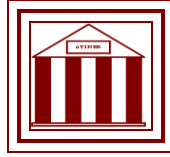
ATINER's Conference Paper Series
ARC2013-0760

Towards an Experimental Approach in Design Research: Urban Archiscapes Studio

Nur Çağlar
Professor
TOBB University
Turkey

Adnan Aksu
Associate Professor
Gazi University
Turkey

İrem Yılmaz
Reseach Assistant
Gazi University
Turkey

An Introduction to
ATINER's Conference Paper Series

ATINER started to publish this conference papers series in 2012. It includes only the papers submitted for publication after they were presented at one of the conferences organized by our Institute every year. The papers published in the series have not been refereed and are published as they were submitted by the author. The series serves two purposes. First, we want to disseminate the information as fast as possible. Second, by doing so, the authors can receive comments useful to revise their papers before they are considered for publication in one of ATINER's books, following our standard procedures of a blind review.

Dr. Gregory T. Papanikos
President
Athens Institute for Education and Research

This paper should be cited as follows:

Towards an Experimental Approach in Design Research: Urban Archiscapes Studio

Nur Çağlar
Professor
TOBB University
Turkey

Adnan Aksu
Associate Professor
Gazi University
Turkey

İrem Yılmaz
Reseach Assistant
Gazi University
Turkey

Abstract

Emerging as a recognizable field of study in the second half of the twentieth century, Design Research handles the entire design process. It shapes up in the framework of design-based research practice. The studies carried out in this field, bases on the understanding and improvement of design processes. In the context of design research, a design process carried out by a experimental approach, intrinsic to experimentality, promotes a critical look upon the entire process and constitutes an effective inquiry. By means of experimentality, it is possible to deal with many constituents of the process from design methods to design results and modes of presentation of this results via unusual ways. Through this consideration, taking an experimental design studio as a case study, this paper shares alternative designerly ways of thinking and communicating upon the processes of shaping and making of places that is produced in the Urban Archiscapes Studio.

Urban Archiscapes Studio represents one of the WS-RADS 2012 (Winter School-Roving Architectural Design Studios) intensive program studios of Gazi University Architecture Faculty. Under the theme "Urban Housing: Visions of the Future", the studio introduces a process of shaping and making of an alternative urban housing area through experimental approach in two weeks workshop time. Accordingly within the context of this paper, the design process of the Urban Archiscapes Studio is illustrated under the titles of Studio Environment and Profile, Studio Theme, Design Approaches and Practices of the Studio, Design Products and Prensentations of the Studio. Additionally, how a process of shaping and making of places can be transformed into a

design research is represented. How the process of a design studio constructed through an experimental approach becomes design research and how each of the design products constitute a distinct inquiry is discussed from a pedagogical perspective.

Keywords: design research, experimental approach, architectural design studio

Corresponding Author:

Introduction

Since the second half of the twentieth century, along with the evolution of the Design Research as a field of study, many approaches are developed upon the relationship between design and research.[1] Among these approaches, "research through design" implying engagement in research in the course of designing, finds its base strongly on design experimentations. Through the process of design experimentations, designing becomes a tool for research and research is built via experiential learning from design experiments. In this perspective, this study, as focusing on the process of designing carried out by an experimental approach, aims to point out **the progressive nature of experimentation** in design research specific to architecture.

Experimental design activities in architecture are based on the discovery of the unknown and the awakening of the potentialities intrinsic to the existing situation. The environments in which these kinds of activities take place, involves **diverse knowledge domains** in an interaction and creates multi-vocal, multi-layered, creative-productive medium for designing. As blurring the boundaries between diverse knowledge domains, it is possible to develop an **interdisciplinary dialog on design** within such environments. During the act of designing, alternative unique design solutions produced for a specific design problem through an interdisciplinary dialog, reveals the unrecognized potentialities and constitutes a design research within the scope of the problem. A design research constituted in such a manner contains a great deal of expansions and promotes prospective researches. In other words, research through designing by an experimental approach is **open** and **progressive**.

Within this context this presentation focuses on the **research through** the **creative-productive medium** of three experimental *Urban Archiscapes Studios* materialized in a row in **2010, 2011, 2012**. In the framework of this focus it intends to express the **experiential form of research** through theme, process, know-how, structure and design products of the studio. Although *Urban Archiscapes Studio* comprises other design research approaches through its multi-layered working environment, this study focuses on the "research through design" approach. As promoting knowledge acquisition within practice, it is an emprical study.

Figure 1. *Urban Archiscapes Studio Posters 2010-2011-2012*

---

[1]Peter Downtown, in his book "Design Research", portrays three different approaches to design research; "research for design", "research about design", "research through design", refferring to Christopher Frayling.

Therefore the study aims to quest and investigate mainly three issues:

1-Architectural design studio, as standing at the hearth of architectural design education, is a unique environment where wide knowledge and experience acquired during design process is used in interaction and synthesized. Manipulation of the design studio through experimental approach, as allowing the development of interdisciplinary relationships and strengthening the interaction between diverse domains of knowledge, supports the multi-layered nature of the studio. Design experiments that take place in such a multilayered environment, generate knowledge via **experiential learning** and the process of designing turns into a **process of knowledge generation**. It is possible to define this way of knowledge generation as "research through design".

2-Experimental design practices of *Urban Archiscapes Studios*, as reviving an alternative studio model, provokes thought on architectural design studio structuring. *Urban Archiscapes Studio* puts experiential learning over the foundations of the design activities, and brings forward an alternative approach to education.

3-To explore and constitute *the Urban Archiscapes* as a design *concept.*
 Within this context the main objective of this essay is to present the experience and education of architectural design knowledge of *Urban Archiscapes Studios* in relation to the assumptions listed below:

1- Design is not the process of solving problems. Design is the process of understanding, expressing and developing a *strategy* to find a solution for a problem. In other words, it is the process of *experimenting* with architectural design.

2-All architectural design processes are the research areas of *design concepts*.

3-Each design has a *story* and there are many ways to adapt the story of a design to the studio

4-Studio is the result of *teamwork* and the studio *team* makes decisions and finds solutions by reacting differently or similarly thus the team reaches a consensus and design becomes a common *production*.

5- The expected and unexpected developments that can occur within the structure, application and update of the studio constitutes the s*tudio reflex.*

6-The professional and disciplinary knowledge of the team of designers that feeds and activates the environment is the *Know-how,* which is he accumulation of common knowledge, and the rules and knowledge of study.

The essay is structured with the subtitles Studio Environment and Profile, Studio Theme, Design Approaches and Practices of the Studio, Design Products and Prensentations of the Studio.

Studio Environment and Profile

The studio environment where architectural design experience being the subject of the presentation was conducted has no spatial and technical

equipment other than conventional tables and chairs/stools and several exhibition boards and its comfort level is standard. Studio participants attended with their own laptops and various software. As preparation, a well-equipped desktop computer, printer, video camera, cameras, video projector, paper, pen, the organization committee organizing the event provided various model materials.

Know-how component, in other words the secret of the designing principles of the studio was obtained through converting the disciplinary knowledge into common knowledge, which were provided to the environment by conductors[1], students[2], assistants[3] and four post graduate students were volunteer assistants[4] of the conductors and roving critics who aimed to bring new expansions to studio productions by visiting the studio at the end of day.

A students group ranging between 9-11 students from different architecture schools of 5 European countries attended the studio. The students are generally 4th – 5th year students. Know-how contribution of the students to the studio environment was to a large extent over the background information they obtained from theoretical, technical, implementation content components of the institution where they receive education. Not limited to this, their cultural backgrounds, special fields of interest and their abilities also contributed.

Therefore, it was the student group who supported academics' experience concerning intense program training and thus ascending the achievement level of the studio environment.

Participant students are in fact selected randomly but carefully by academics attending the Winter School program. Therefore, they are the students with occupational enthusiasm and may not have the highest-grade average at their schools. The creativity and efficiency level of this student group is also quite high. They incorporate all the considerations required of a creative personality. The individuals forming the group contribute cognitive variables such as intelligence, knowledge, talent, specific ability, environmental variables such as politic, cultural, socio-economic, and education considerations, individual variables such as incentive, self-confidence, and creativity with different qualities and at different levels. The creative synergy of the studio environment stems from the interaction of these components.

---

[1]Profesor Dr. Nur Çağlar, Associate Professor Dr. Adnan AKSU
[2]Urban Archiscapes 2010: Anne Brudelmeyer, Diana Cunha, Jonathan Hanny, Arno Hofer, Hanna Kastell, Karolina Kodrzycka, Pieter Lambrechts, Tomasz Ryba, Pia Sadner; Urban Archiscapes 2011: Orhan Erdoğan, Sefer Gümüş, Dagmara Sietko, Sibel Ülger, Antoenetta Andonova, Femke Stout, Ferhat Topuz, Patrizia Pfanzelt, Lauri Kolttola, Freya Op De Beeck, Banu Akbulut ;Urban Archiscapes 2012: Lukas Stanzl, Najib Amalı, Sibel Ülger, Kerttu Katarina Loukusa, Gernot Baumann, Sovita Mangal, Timur Gurbanov, Eija Maria Syvalio, Natalia Paskowska.
[3]Research Assist. Dr. Murat Sönmez, Research Assist. İrem (Küçük)Yılmaz
[4]Student Assistant Ezgi Başar, Student Assistant Nur Durmaz, Student Assistant Elif Zilan, Student Assistant Özge Duran

Studio Theme

Those who conducted the studio, in order to describe thematic and content structure of the studio, introduced urban Archiscapes concept. Urban and architectural design approaches of the 21st century are opened to discussion within the landscape concept.

Firstly Landscape Architecture later on Landscape Urbanism definitions and concepts have developed. Landscape concept covers many sub-concepts from topographical building to fractal town, landscape ecology to civil infrastructure, from cellular automat to urban agriculture.

Landscape Architecture is a critical point of view developed against the conventional understanding ongoing in the design of urban and natural open and green spaces. Landscape Urbanism is a strategic point of view adopting landscape with its simple definition as the principal content and means of urban designing. Water systems, planted ecological fields, plant corridors; bio-diversity and infrastructure corridors are included in the scope of landscape urbanism.

Both approaches ignore architecture while determining design contents regarding urban landscape. However, architecture is an integral and complementary element of urban landscape. Therefore, the hybrid concept of the archi-scape made from architecture and landscape words was determined as design theme of the studio in order to describe the concept of Architectural landscapes.

Urban Archiscapes Studio is not about transmitting architectural knowledge but is about thinking, creating and producing on the subject, place, issue and theme given towards the know-how of the studio. It was aimed that the studio should become the environment for the organizing of the practices of compiling, interpreting, transmitting, converting into design, presenting to the environment by expressing via design, opening up discussion and gaining feedback from these discussions of architectural landscape thought. Therefore, landscape, known conventionally as the art of organizing, designing horizontal levels was matched with architecture and it was adopted to put in place the objective of making landscape that will cover the vertical surfaces, into focus of studio studies and thus make use of concepts and expansions concerning architectural landscapes in setting the design contents of the studio.

In ***Urban Archiscapes Studio***, it is aimed to visualize rural-urban, natural-built contrasts of landscape by developing strategies liable to deal with issue of metropols, which extend by spreading at each scale and manage spatial and social transformations of towns rather than designing the same by handling as an architectural object. Therefore, it gains importance to re-form the town aggregately with big designs in scale and/or scope. Landscape becomes a metaphor liable to define this whole. While it is an image recalling nature, it turns into an architectural concept used to interpret the contemporary town when used with Archi prefix. In this case, it integrates settled vision forms concerning both landscape and town with architecture. However, it provides an

extraordinary richness in rebuilding these vision forms with an innovative approach.

On the other hand, determining a sub-theme from scratch suggests researching, discovering, discussing and associating design contents required by this theme with the general theme of the workshops in the studio environment. Thus, developing design strategies by concentrating on a common and thematic approach rather than random and dispersed design approaches increases the synergy and makes the works efficient.

Design Products and Presentations of the Studio

In line with the determined strategies, upon the consensus of the studio environment, it was aimed to create an urban life environment in which the site and the city of Ankara accept and tolerate each other, respect each other's living values and abstain from excluding each other.In line with the objective and targets, various design practices were performed.

Urban Archiscapes Studio places special emphasis on that any of the studio products represents the inquiry, interpretation, discussion or assesment of an architectural idea. Accordingly, it is possible to consider any of the studio products as communicative devices of the generated knowledge upon the designated design problem.

In order to advance throughout design experiments and create an effective presentation of the developing architectural ideas within the studio, all kinds of avaliable tools and methods ranging from **analog tools** to **digital tools** and even to **artistic tools** are used. Due to the use of diverse thinking, designing and expression environments collectively, *Urban Archiscapes Studio* evolves as hybrid design environment.

Different design practices performed through the studio process can be ressumed as practices performed with conventional tools, with digital tools, with physical modellings, with artistic methods. The practices performed with conventional tools are generally the sketches produced with paper and pencil. The practices performed with physical modellings are multiple experiment models. The practices performed with digital methods are, the drawings, modellings, simulations and animations made by use of different sofwares (autocad, 3dsmax, rhino, photoshop, illustrator). The practices performed with artistic methods are practices such as installation, performance and movie. Artistic methods made the studio 4 dimensional, kept interest and excitement high. The installations that are made as experiments realized transforming the studio space in consideration to project area. The expressions by making and remaking of the model, the expressions by drawing and deleting on the board, body language used during discussions are evaluated as performances. The products obtained in all these practices were transmitted into a digital environment by photographing, scanning and making video records.

Figure 2. *Urban Archiscapes Studio Final Posters 2010-2011-2012*

Within the representation environment of the ***Urban Archiscapes Studio***, virtual and real/physical realms of experimentation linked together in order to feed each other in the couse of reflection in action through design experiments. Thus, by the way of interrelating the products realized mentally and phsically, integrity of preception upon the designated design problem is created.

Design Approaches and Practices of the Studio

Urban Archiscapes Studio, being experimentation upon the whole process of designing, represents **an emprical study**. As is evindenced by Umberto Eco in his book "Open Work", (1989), in order to to conduct experimental studies it is required to have critical thoughts, cultural decisions and ideological options about the subject of the study. In paralel to this conception, within the ***Urban Archiscapes Studio***, it is internalized that the experimental architectural design studies become an appropriate method to be able to form alternative approaches upon the shaping and making of places in the contemporary urban environments by their way of raising critical thoughts, cultural decisions and ideological options about the city life. Like Eco has expressed, the productions formed in such a manner, allow "bringing two events together by means of an unusual connection". As operating in a row 2010, 2011, 2012 under the theme "urban housing", ***Urban Archiscapes Studio*** renders the story of bringing the given design fields and Ankara city together by an unusual/extraordinary connection along with the resarch of a way of designing that seeks to provide an integrative look upon the city.

Urban Archiscapes Studio adopts experimentalism which is developed by John Dewey (2007) as an educational approach suggesting that knowlege can be achieved through experiences, as a general pedagogical approach. In the context of experimentalist educational approach, designating the experiantial learning in design as its basic methodology, the Studio accepts the experience

as a means of access to knowledge. Accordingly, the studio structure develops focusing on the design experiments and experiences. This structure shows similarities to the Schön's theory of "reflective in action". Benefiting from co-operation of theory and pratice, strong links are established between theoratical and practical fields throughout the studio.

Urban Archiscapes Studio works **problem-oriented**. The Studio places emphasis on the definion of the architectural problem and the way of handling the problem rather than the solutions produced during the procees of designing. In the context of the themes designated within the studio, students of the studio interact with the given situation reflecting in action. Through the **"reflection in aciton"** performed both individually and collectively, the interaction of the individual both with the situation and with each other is important. Along with the students' efforts to discover the features of the situation through "reflection in action", students define a problem domain with conductors' contribution during the studio discussions. According to the problem domain, students specify the features of the situation that they will pay attention and try to designate the aspects of the situation to change. Following this process, in search of a solution to the problem domain, students assert a number of hypotheses and build a number of design experiments oriented towards these hypotheses. As it is explained in Schön's theory", in the wake of experiments carried out, experiments creates certain changes and these changes assign new meanings to the situation. Students make various discoveries over these meanings and gain diverse experiences. In line with the experiences they gain, they interact with the situation again and again and continue to "reflection in action" along with new discoveries and new interpretations. This process consists of nested loops and configures an interactive continuity of analysis-synthesis upon the given situation. Accordingly design experiments and experiences as re-shaping the situation on the one hand, become a tool for the inquiry and investigation of the situation on the other hand. Furhermore, design becomes a creation which aims to produce an alternation on the existing situation rather than a foreknown output. Through the process dominated by uncertainity due to the very nature of experimentalism, design experiments points to the potential and possibilities of the situation and creates an open-ended research upon the designated problem domains. And also by way of carrying out design process in "reflection in action", the integration of design and research practices in a hybrid nature becomes possible.

All through the three terms of the *Urban Archiscapes Studio*, each term students develop a certain concept under the WS-RADS "urban housing" theme and the studios "archiscape" theme. It is possible to consider these concepts as way to develop the idea of "urban archiscapes" and to research about this idea as a design approach. These concepts are determined as follows.

Concepts Developed in the Studios
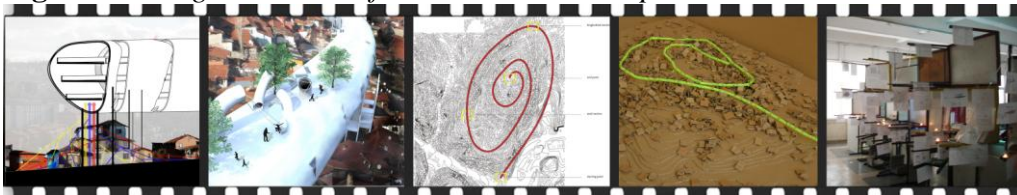
2010 Urban Archiscapes

The design field designated for the term was Aktepe Squatter Settlement, an organic lively settlement area compliant with the topography of the hill on which it is situated. Having inadequate social and physical infrastructure, this field is a very crowded residential area dominated by unhealthy conditions and showing rural characteristics and has not developed a relation to the daily life of the city.In this term in the *Urban Archiscapes Studio* it was basically desired to integrate the design field within Ankara's urban landscape considering the geographical properties, topography and morphology and socio-cultural dynamics of the area. Studio attached importance to designing of specific spatial networks in order to form, transform and maintain the design fields own physical and social field of existence and to revoke its right to revive its own identity. In this way of approaching, studio developed a concept called **"Snake"**. Approached under the framework of a snake metaphor, an organic remodeling which develops around a route was studied on the hill. The snake metaphor that was formed while working on the remodeling has been developed in line with the subtitles such as formal properties, skin, route and program

Not having a particular geometry, the architectural design that is formed, in other words Snake is shaped in accordance with the unique formations and movements on the designated route. As for the pattern of the skin of the snake, the existing fabric of the settlement is the resource. In accordance with the snake metaphor, the fabric carries the potential of changing and forming new surfaces in time in interaction with the transformations and dynamics in the field. Winding around the hill in the field, the route which snake tracks creates a network at the top elevation and by contacting the settlement at certain points, it directs the transformation of both itself and settlement area. By using any type of facility to serve the whole city in the programming of the Snake, the programs structuring the city are transferred to it adjusting the density in accordance with the potentials of the area.

Figure 3. *Design Processes of the Urban Archiscapes Studio 2010*

Figure 4. *Design Products of the Urban Archiscapes Studio 2010*

2011 Urban Archiscapes

The design field for the workshop in that term was Kızılay and its environs which is the downtown of Ankara. As is often the case for downtowns, Kızılay has taken its form through the interactions of many urban dynamics. It is possible to describe the area which has a multi-functional structure as one of the busiest areas of the city where a wide variety of activities take place. Developing a critical view on urban restructuring, *Urban Archiscapes Studio* has aimed to reveal the multi-layered structure of downtown by mainly focusing on the multi-functionality and sociality in this area. Having identified as a problem the insufficiency of ground levels in Kızılay and its environs to accommodate different activities in coexistence, the Studio investigates ways of transferring the multi-layerness in the area to physical space. In this context, by means of performing various design experiments on increasing the city ground and creating public realms on the upper elevations of the city, the phenomenon of urban stratification is discussed. With this approach, the Studio developed a concept called **"Cloud"**. The metaphor of cloud has been used in order to describe a structure which has been formed in the upper and in between different elevations of the city, that is heterogeneous and sustainable and accommodating various activities. While developing a design on the basis of Cloud metaphor, the structuring of Cloud in the given urban field is discussed, investigated and designed in different scales within the contexts of street, the urban quarter and the whole city. Located in the upper elevations of downtown, the heterogeneous multi-layered structure of Cloud takes its form through a number of scapes formed in different elevations of downtown and the interactions of these scapes. These scapes are considered in the form of different layers under the names of hidden scape, cloudscape, 0 and 1 scape, green scape, new housing scape and new public scape which intertwine. Thus, an alternative formation ensuring continuity occurs between parts of downtown which can not establish strong relationships with each other due to different elevations and heavy vehicle traffic.

Figure 5. *Design Processes of the Urban Archiscapes Studio 2011*

Figure 6. *Design Products of the Urban Archiscapes Studio 2011*

2012 Urban Archiscapes

In 2012 which was the last workshop term, a former industrial site in Maltepe region of Ankara that was partially transformed has been studied. Having lost its function as an industrial area, the field lacks any urban design strategy that is formed in the context of general urban decisions. It is an area where mainly abandoned or demolished industrial buildings and undefined urban voids exist and the ongoing reshaping has been the outcome of integration of some existing programs to the field on parcel basis in a copy and paste manner without establishing any relation with one another. ***Urban Archiscapes Studio*** started a discussion on the formation ways of traditional urban fabric by addressing the emergence of new uses in the context of transformations in the area and ways of new urban formation in line with these uses. Within the framework of the concept **"Urban Box"** which was developed in the context of the discussion, a market area of 10,000 m2 subsequently integrated has been focused on. Criticizing the horizontal, just two-dimensional development of urban fabric, market area is evacuated by keeping the parcel borders and in this volume an experimental study was carried out in order to develop an intuitive and improvisional master plan setup which would develop both horizontally and vertically in three-dimensions. The setup which was simulated by means of a physical model in 1/50 scale in the studio environment was collectively shaped in line with the discussions in the studio. The students who have each produced unique experimental housing designs placed their design in different urban elevations in the Urban Box. By supporting the proposed housing through some primary functions vital to the city, the students integrated all the functions in a green scape which moved horizontally and vertically. On the basis of an experimental urban formation developed in a specific parcel handled in this manner, an alternative city formation is presented by producing a discourse on both the study field that is given and the whole city.

Figure 7. *Design Processes of the Urban Archiscapes Studio 2011*

Figure 8. *Design Products of the Urban Archiscapes Studio 2011*

Conclusion

Discussing Design Research as a research through design activity in the context of *experimental design*, this paper defines experimentalism as an understanding which promotes knowledge production and is suitable for realization of research through design in architecture. By taking the **Urban Archiscapes Studio** as a case study in this paper, *an empirical study* on research through design is brought up for discussion. The Studio is discussed both by its realization of research through design by way of experimental studies and in the context of design research it manifests.

All architectural design processes are the research areas of design concepts. All design suggestions developed in the studio are called *research*. For this reason, all research produced in architectural design studios are documented as much as possible. They are put onto paper after they are analyzed and these texts are submitted for general review. In this way, architectural design studio has an organic bond with all the practical areas of architecture.

Design is not the process of solving problems. Design is the process of understanding, expressing and developing a *strategy* to find a solution for a problem. In other words, it is the process of *experimenting* with architectural design. In the frame of this approach, productions made independently from place, time, theory and practice feed, refresh and improve the idea of architecture and the fields of architecture. Therefore, architectural design studio should be planned to be process-oriented, not result-oriented. The process of architectural design has a schematic context that bears the responsibility to express the approaches of questioning, interpreting, discussing and evaluating the idea of architecture.

In this sense, there is a chance of collecting information from different fields, consulting with original ideas of undiscovered fields, and finding extraordinary approaches based on creativity. Since generating a new *idea* is one of the inseparable parts of an architectural concept, being *creative* and *selective* as well as being *productive* is important.

The practice of architecture requires a high level of cooperation and coordination between the members of different disciplines. In order to plan this process by using the knowledge they have acquired from different disciplines, those who are involved with the education of architecture reinforce this view. However, during the transformation of acquired knowledge into the field of architectural design, this knowledge is removed from its original context and rebuilt. In this way, knowledge of design gains a *meta-disciplinary* quality, which provides feedback on the original source of pure knowledge and supports the *sustainability of knowledge*. (Çağlar, Aksu, 2011)

Architecture design studios which are conducted by *experimental approach*, strengthen the development of unconventional perspectives and generation of new thoughts in search for alternatives. They promote productivity in line with the multi-layered structure they have, by encouraging the coexistence of theory and practice and unity of different disciplines. Since

the design activities guided by experimentalist understanding enables an intense interaction between diverse domains of knowledge and due to their open ended natures, a design studio conducted by such understanding provides a creative, productive and equipped environment to carry out research through design.

Being conducted by an experimental approach, the ***Urban Archiscapes Studio*** gives references to the understandings of Dewey's "experiential learning" and Schön's "reflection in action". In the light of these understandings, the design activities centered on design experiments in the Urban Archiscapes Studio are supported by multi-layered, multi-vocal research, inquiry and discussion platforms. Establishing strong relations between diverse domains of knowledge in these platforms, the improvement of interdisciplinary relations is enabled and consideration of design in the context of interdisciplinary relations gains significance. As required by the hybrid concept of ***"archiscape"*** which is the Studio's theme, a common space with a high intellectual level where flow of information between the different disciplines takes place and an interdisciplinary dialog in this field is developed. Due to the dialogue, the information received from the source of information flow is processed in the common space and reconstructed within the scope of the problem that is dealt in the context of the discipline of architecture. Then becoming a part of the design experiments conducted, it is added to the design research.

Designs produced and studies conducted in Urban Archiscapes Studio mainly sets out three basic things:

1) It is not possible to discuss urban design on the basis of architecture solely when considering the restructuring and problems of the contemporary city. For such consideration, the concept of ***"scape"*** is a reference point intended to form an alternative prospect regarding the city. The hybrid concept of "archiscape" generated by the Studio by combining ***"scape"*** and ***"architecture"*** in order to express integrity in the urban context reveals the potential of developing a design approach for handling problems in the city with miscellaneous dimensions. Design studies conducted in Urban Archiscapes studios aim to expose and improve such potential.

2) Benefiting from the references it gives to landscape architecture and landscape urbanism and from the insights these references offer, the concept of ***"archiscape"*** facilitates the interactive improvement and inspection of urban and architectural relationships by enabling an integrated approach to the city. The ***"archiscape"*** concept which brings up an understanding enabling all components of the city to be handled in conjunction reveals the interdisciplinary relations configuring the city and encourages their exploration jointly.

3) The concept of ***"archiscape"*** offers a structure which is beyond a two-dimensional urban understanding and which encourages four-dimensional handling of urban dynamics. In such a structure while it enables the interactive evaluation of the city's horizontal and vertical extensions, it also ensures that

the time factor in which change occurs is taken into consideration in an open-ended restructuring.

Studies carried out through the Urban Archiscapes Studio are developed in line with the aim of transforming the hybrid *"archiscape"* concept that is produced in the studio and revealing its potentials. In this paper, studies on the concept of *"archiscape"* and the point its development has reached as a design approached are presented. However, due to its open ended nature, the concept of *"archiscape"* and the design approached developed in its framework are open for improvement.

References

Aksu, A., Küçük, İ., Çağlar, N., (2011). *Mimari Tasarım Eğitimi Söylemleri 2: Bütünleşme*, Y.T.U. Architecture Faculty Department of Architecture 2.nd National Semposium, İstanbul.

Çağlar N., Aksu, A., (2011). "Mimari Tasarım Eğitimi Söylemleri 1: Manifesto", Mimar-ist Dergisi, 41: 61-67

Dewey, J., (2007). *Experience and Education*, New York: Simon&Schuster.

Downtown, P., (2003). *Design Research*, Melbourne: RMIT Publishing.

Eco,U. (1989). *Open Work*, Harvard University Press.

Gray, C.,D., (2006). *From Emergence to Divergence: Modes Of Landscape Urbanism*, Master of Architecture Thesis, University Of Edinburgh.

Simonsen, J.,Iaerenholdt, J., O.,Büscher M., Scheue, J., D.,(ed.) (2010). *Design Research: Synergies from Interdisciplinary Perspectives,* New York: Taylor & Francis.

Schön, D.,A., (1983). *The Reflective Practitioner: How Professionals Think in Action,* Basic Books.

Yılmaz, İ., (2013). *Editing of the Architectural Design Studio through the Concept of Experimentalism,* Master of Architecture Thesis, Gazi University.

Waldheim, C., (2006). *The Landscape Urbanism Reader*, New York: Princeton Architectural Press.