Short Communication Open Access

Using Neuroscience to Investigate Architectural Design Abilities (The Little Architect's Adventure)

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Abstract

Neuroscience is opening exciting doors to the essence of the brain with the help of new technologies, demonstrating that the built environment plays an important role in the physical and emotional health of its users, broadening the opportunities for children to inþuence their learning and development processes. The purpose of this study was to provide architects with an exploration of the latent powers of architectural design through an authentic experiment to assess the e ect di erent design decisions have on children's physiological and psychological states, and thus on their brain development.

Keywords: Architect; Neuroscience; Brain

Introduction

Indeed, neuroscientists can help architects understand scienti cally what has previously been intuitive, thanks to new neuroscience discoveries that are bridging the gap between the physical built environment and human perception and behaviour. According to Pavia, it has been proven that the surrounding built environment can have a direct impact on how the unconscious mind works, and that a large portion of this impact goes unnoticed on a conscious level [4]. However, the two brain systems, conscious and unconscious, are jointly responsible for how we perceive our surroundings and, as a result, how we behave and react to them. Recent discoveries in the complexities of the brain and neural systems also highlight the innately multi-sensory nature of our architectural experiences. e goal of this interdisciplinary approach is to promote the development of environments that promote people's ourishing in terms of behaviour, health, and well-being. [1, 2, 3].

Methods

A er refreshing their minds with brainstorming selections, interspersed by a fruitful discussion, the second component of the workshop requires working with children as one group to create workshop requires working with children as one group to create dreamy ideas about their learning space using drawings, colours, and collage. is step's role is to encourage children to express their individual thoughts about the design of their spaces, from their own perspective and in accordance with their speci c needs [6, 7].

Meanwhile, virtual reality simulation is regarded as a very useful

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Received: 03-Jan-2023, Manuscript No: jaet-23-87497; **Editor assigned:** 05-Jan-2023, Pre-QC No: jaet-23-87497 (PQ); **Reviewed:** 19-Jan-2023, QC No: jaet-23-87497; **Revised:** 21-Jan-2023, Manuscript No: jaet-23-87497 (R); **Published:** 30-Jan-2023, DOI: 10.4172/2168-9717.1000321

Citation: Cassidy C (2023) Using Neuroscience to Investigate Architectural Design Abilities (The Little Architect's Adventure). J Archit Eng Tech 12: 321.

possible validation to the complicated correlation between architecture and its scienti c impact on the well-being of individuals. [10].

Acknowledgement