بسم الله الرحمن الرحيم

MONA MAGHRABY

شبكة المعلومات الجامعية

التوثيق الالكتروني والميكروفيلم

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شبكة المعلومات الجامعية

التوثيق الإلكتروني والميكروفيلم

جامعة عين شمس

التوثيق الإلكتروني والميكروفيلم

قسم

نقسم بالله العظيم أن المادة التي تم توثيقها وتسجيلها
علي هذه الأقراص المدمجة قد أعدت دون أية تغيرات

يجب أن

تحفظ هذه الأقراص المدمجة بعيدا عن الغبار

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ASSESSMENT OF WAYFINDING DESIGN IN COMPLEX BUILDINGS

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This Dissertation is dedicated to the Soul of

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Abstract

During the past years public complex buildings faced a significant decline in their visits which affects the economy due to various problems. One of the major problems facing complex buildings is bad reports received by its visitors caused by wayfinding difficulties due to the absence of primary wayfinding design and Absence of specific criteria for wayfinding design that assesses different types of complex buildings. Wayfinding researches has received attention in the recent years due to the difficulty of user in successfully navigating buildings. This research discusses attempts to understand how to find visitors way in complex buildings depending on different wayfinding methods: First the concept of legibility theory by Kevin Lynch which states that wayfinding is related to the process of forming mental maps of our surrounding environment based on sensation and memory. Second the concept of intelligibility by Bill Hillier based on stimulation which holds that an environment can be better understood through its spatial configuration. Third the new building reality application technologies based on Unity software to be used by users to find their way. The aim of this research is obtaining assessment tool through design criteria for wayfinding design in complex buildings to be used by designers in different design phases. The research emphasizes the importance and the role of way finding in complex buildings, compares between different wayfinding methods, observes the user's behaviour in complex buildings, and reviews the latest way finding technologies. The methodology employs field survey, questionnaire, interviews, stimulation analysis and application technology based on an analytical study, Bibliotheca Alexandrina in Alexandria , from this analysis design criteria will be proposed leading to assessment tool for wayfinding design in complex buildings serving both familiar and non-familiar visitors to reduce futuristic wayfinding design problems, design proposals will be proposed for critical cases and the assessment will be redone to compare the results.

Keywords: Wayfinding, Mental Maps, Space Syntax, Unity application

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