

The design questionnaire.

What is design of the built environment? Design is an activity that.....(tick the boxes T for true and F for false)

	True or False	T	F
1	produces cities, neighbourhoods, buildings, constructions and building systems	<input type="checkbox"/>	<input type="checkbox"/>
2	produces plans for projects and logistical processes	<input type="checkbox"/>	<input type="checkbox"/>
3	produces drawings that tell others how to do or make something	<input type="checkbox"/>	<input type="checkbox"/>
4	produces drawings to show what the finished product will/might/could look like	<input type="checkbox"/>	<input type="checkbox"/>
5	produces drawings to show what other want to see	<input type="checkbox"/>	<input type="checkbox"/>
6	produces visions of a desirable future	<input type="checkbox"/>	<input type="checkbox"/>
7	shows how to realise such visions	<input type="checkbox"/>	<input type="checkbox"/>
8	produces nothing but lies, lies and more lies	<input type="checkbox"/>	<input type="checkbox"/>
9	produces designs for useful objects that are useful because they are strong and stable	<input type="checkbox"/>	<input type="checkbox"/>
10	produces designs for useful objects that can be used for their intended purpose	<input type="checkbox"/>	<input type="checkbox"/>
11	produces designs for useful objects that can be used in more ways than their intended purpose	<input type="checkbox"/>	<input type="checkbox"/>
12	produces designs for useful objects that can be used for many things except their intended purpose	<input type="checkbox"/>	<input type="checkbox"/>
13	produces designs for useful objects that can be used as art	<input type="checkbox"/>	<input type="checkbox"/>
14	produces designs for useful objects that can be used to affirm society	<input type="checkbox"/>	<input type="checkbox"/>
15	produces designs for useful objects that pretend to be useful in one way but are really only therapeutic	<input type="checkbox"/>	<input type="checkbox"/>
16	produces designs for useful objects that are useful because they make the designer, manufacturer and retailer very rich?	<input type="checkbox"/>	<input type="checkbox"/>
17	tries to negotiate means and ends	<input type="checkbox"/>	<input type="checkbox"/>
18	must never sacrifice means to ends	<input type="checkbox"/>	<input type="checkbox"/>
19	Is allowed to sacrifices means to ends	<input type="checkbox"/>	<input type="checkbox"/>
20	Is allowed to sacrifice ends to means	<input type="checkbox"/>	<input type="checkbox"/>
21	is dirty, greedy, lascivious & omnivorous	<input type="checkbox"/>	<input type="checkbox"/>
22	consumes metaphors, similes, analogies, sympathies, juxtapositions, convenientias, and any description that gives a foothold	<input type="checkbox"/>	<input type="checkbox"/>

It is possible to design.....(tick the boxes T for true and F for false)

		T	F
1	Buildings	<input type="checkbox"/>	<input type="checkbox"/>
2	Hairdryers	<input type="checkbox"/>	<input type="checkbox"/>
3	Good people	<input type="checkbox"/>	<input type="checkbox"/>
4	Just societies	<input type="checkbox"/>	<input type="checkbox"/>
5	God	<input type="checkbox"/>	<input type="checkbox"/>
6	Games	<input type="checkbox"/>	<input type="checkbox"/>
7	Beautiful people	<input type="checkbox"/>	<input type="checkbox"/>
8	Intelligence	<input type="checkbox"/>	<input type="checkbox"/>
9	The natural world	<input type="checkbox"/>	<input type="checkbox"/>
10	Beautiful buildings	<input type="checkbox"/>	<input type="checkbox"/>
11	Good buildings	<input type="checkbox"/>	<input type="checkbox"/>
12	True buildings	<input type="checkbox"/>	<input type="checkbox"/>
13	Cities	<input type="checkbox"/>	<input type="checkbox"/>
14	Generous cities	<input type="checkbox"/>	<input type="checkbox"/>
15	Kind cities	<input type="checkbox"/>	<input type="checkbox"/>
16	Horrible cities	<input type="checkbox"/>	<input type="checkbox"/>
17	Lazy streets	<input type="checkbox"/>	<input type="checkbox"/>
18	Silence	<input type="checkbox"/>	<input type="checkbox"/>
19	Character	<input type="checkbox"/>	<input type="checkbox"/>
20	Kind people	<input type="checkbox"/>	<input type="checkbox"/>
21	Better buildings	<input type="checkbox"/>	<input type="checkbox"/>
22	Better people	<input type="checkbox"/>	<input type="checkbox"/>

23	Better cities	<input type="checkbox"/>	<input type="checkbox"/>
24	Happy neighbourhoods	<input type="checkbox"/>	<input type="checkbox"/>
25	Communities	<input type="checkbox"/>	<input type="checkbox"/>
26	Borders	<input type="checkbox"/>	<input type="checkbox"/>
27	Buildings	<input type="checkbox"/>	<input type="checkbox"/>
28	Intelligent machines	<input type="checkbox"/>	<input type="checkbox"/>
29	Happy streets	<input type="checkbox"/>	<input type="checkbox"/>
30	Specialness	<input type="checkbox"/>	<input type="checkbox"/>
31	Hell	<input type="checkbox"/>	<input type="checkbox"/>

Aretē: An urban planner, an urban designer, a developer, an architect, an building engineer and a builder can only become good at their job if they.....(tick the boxes T for true and F for false)

	True or False	T	F
1	are also good people	<input type="checkbox"/>	<input type="checkbox"/>
2	have a diploma from a university	<input type="checkbox"/>	<input type="checkbox"/>
3	have acquired the requisite skills for doing their job from working on the job	<input type="checkbox"/>	<input type="checkbox"/>
4	concentrate on the job in hand	<input type="checkbox"/>	<input type="checkbox"/>
5	understand society and the way it works	<input type="checkbox"/>	<input type="checkbox"/>
6	believe in God	<input type="checkbox"/>	<input type="checkbox"/>
7	place their design task into the wider context of society	<input type="checkbox"/>	<input type="checkbox"/>
8	question everything they do	<input type="checkbox"/>	<input type="checkbox"/>
9	consider the impact of their design on society	<input type="checkbox"/>	<input type="checkbox"/>
10	consider the impact of their design on the environment	<input type="checkbox"/>	<input type="checkbox"/>
11	Are good team workers	<input type="checkbox"/>	<input type="checkbox"/>
12	Are good designers whether they are good teamworkers or not	<input type="checkbox"/>	<input type="checkbox"/>
13	Do what is expected of them	<input type="checkbox"/>	<input type="checkbox"/>
14	Make people aware of the importance of what they do	<input type="checkbox"/>	<input type="checkbox"/>
15	Understand the wider implications of their actions in all spheres of their life	<input type="checkbox"/>	<input type="checkbox"/>
16	Believe in nothing	<input type="checkbox"/>	<input type="checkbox"/>
17	Believe in something but not God	<input type="checkbox"/>	<input type="checkbox"/>
18	Keep to what matters in this world	<input type="checkbox"/>	<input type="checkbox"/>
19	Keep to saying things about this world that can be verified by experience	<input type="checkbox"/>	<input type="checkbox"/>
20	Are prepared to listen to criticism	<input type="checkbox"/>	<input type="checkbox"/>
21	Do their own thing even when other people doubt their intentions and methods	<input type="checkbox"/>	<input type="checkbox"/>
22		<input type="checkbox"/>	<input type="checkbox"/>

Technē: What is a good design? What is a good building? What is good architecture? What is a good city? What is a good system? A good design.....(tick the boxes T for true and F for false)

	True or False	T	F
1	satisfies the client even when his wishes conflict with those of the designer	<input type="checkbox"/>	<input type="checkbox"/>
2	satisfies the designer even when his wishes conflict with those of the occupants	<input type="checkbox"/>	<input type="checkbox"/>
3	Satisfies the occupants even when their wishes conflict with those of a fair society	<input type="checkbox"/>	<input type="checkbox"/>
4	Satisfies a fair society even when its wishes conflict with those of the occupants	<input type="checkbox"/>	<input type="checkbox"/>
5	Satisfies society even when their wishes conflict with those of the client	<input type="checkbox"/>	<input type="checkbox"/>
6	Is technically innovative	<input type="checkbox"/>	<input type="checkbox"/>
7	Is innovative and therefore not fully developed and faulty	<input type="checkbox"/>	<input type="checkbox"/>
8	Only makes use of well-tried building methods	<input type="checkbox"/>	<input type="checkbox"/>
9	Only makes use of traditional building methods	<input type="checkbox"/>	<input type="checkbox"/>
10	Is socially innovative	<input type="checkbox"/>	<input type="checkbox"/>

What is the role of the beautiful, the good and the true? Beauty.....(tick the boxes T for true and F for false)

	True or False	T F
1	Is independent of usefulness	<input type="checkbox"/> <input type="checkbox"/>
2	Is a meaningless word and should not be used when talking about the built environment	<input type="checkbox"/> <input type="checkbox"/>
3	Is a sign of the good	<input type="checkbox"/> <input type="checkbox"/>
4	Is the good	<input type="checkbox"/> <input type="checkbox"/>
5	Is the sign of truth and truth is the language of the good	<input type="checkbox"/> <input type="checkbox"/>
6	Is independent of exchange value	<input type="checkbox"/> <input type="checkbox"/>
7	must not be tainted by the interest and worries of daily life	<input type="checkbox"/> <input type="checkbox"/>
8	is always erotic	<input type="checkbox"/> <input type="checkbox"/>
9	is purposefulness without purpose	<input type="checkbox"/> <input type="checkbox"/>
10	is the useless	<input type="checkbox"/> <input type="checkbox"/>
11	is what you get when you balance usefulness with stability and desirability	<input type="checkbox"/> <input type="checkbox"/>
12	Beauty is not relevant to the built environment	<input type="checkbox"/> <input type="checkbox"/>
13	Good	<input type="checkbox"/> <input type="checkbox"/>
14	Ugliness can never be beautiful	<input type="checkbox"/> <input type="checkbox"/>
15	is a property of the thing thought beautiful	<input type="checkbox"/> <input type="checkbox"/>
16	Is a property of the subject looking at the thing	<input type="checkbox"/> <input type="checkbox"/>
17	Defines the relationship between the subject looking at the thing and the thing presented to his sensory apparatus	<input type="checkbox"/> <input type="checkbox"/>
18	Expresses truths about the world, also uncomfortable truths	<input type="checkbox"/> <input type="checkbox"/>
19	Expresses the good in the world, even good things that might be bad for some	<input type="checkbox"/> <input type="checkbox"/>
20	Beauty should have a single clear meaning to be useful	<input type="checkbox"/> <input type="checkbox"/>
21	Should mean anything to anyone as long as people declare what they mean by it whe challenged	<input type="checkbox"/> <input type="checkbox"/>
22	Is dangerous and should be avoided	<input type="checkbox"/> <input type="checkbox"/>
23	Is useful	<input type="checkbox"/> <input type="checkbox"/>
24	Makes things look more attractive than they should be	<input type="checkbox"/> <input type="checkbox"/>
25	Is mendacious	<input type="checkbox"/> <input type="checkbox"/>

is building an art or a science and does it make any difference?

What do we really want? What do we do it for? We design... (tick the boxes T for true and F for false)

	True or False	T F
1	To become famous	<input type="checkbox"/> <input type="checkbox"/>
2	To become rich	<input type="checkbox"/> <input type="checkbox"/>
3	To create a society where everyone is happy	<input type="checkbox"/> <input type="checkbox"/>
4	To be good at what we do	<input type="checkbox"/> <input type="checkbox"/>
5	To be famous because being famous is a sign that we are good at what we do	<input type="checkbox"/> <input type="checkbox"/>
6	To be rich, because to be rich is a sign that we are good at what we do	<input type="checkbox"/> <input type="checkbox"/>
7	To make good buildings even when society no longer needs them	<input type="checkbox"/> <input type="checkbox"/>
8	To make enough to live on	<input type="checkbox"/> <input type="checkbox"/>
9	To create a fair and just society in which everyone can pursue their own sense of good	<input type="checkbox"/> <input type="checkbox"/>
10	To create a society in which everyone shares the same idea about what is good	<input type="checkbox"/> <input type="checkbox"/>

How do usefulness, stability and desire relate to each other?

	True or False	T F
1	A useful building is a building that is stable enough to house the activity it was meant for	<input type="checkbox"/> <input type="checkbox"/>
2	A useful building is desirable if it is useful for housing activities	<input type="checkbox"/> <input type="checkbox"/>
3	A desirable building is a building that is useful	<input type="checkbox"/> <input type="checkbox"/>
4	A desirable building is a building that is stable enough to be useful	<input type="checkbox"/> <input type="checkbox"/>
5	A stable building is desirable	<input type="checkbox"/> <input type="checkbox"/>
6	A stable building is useful	<input type="checkbox"/> <input type="checkbox"/>
7	A useful building is desirable if it is useful for expressing messages	<input type="checkbox"/> <input type="checkbox"/>
8	A useful building is desirable if it is useful to the environment by enriching it	<input type="checkbox"/> <input type="checkbox"/>

9	A beautiful building does not have to be stable	<input type="checkbox"/> <input type="checkbox"/>
10	A beautiful building does not have to be useful	<input type="checkbox"/> <input type="checkbox"/>
11	A beautiful building does not have to be desirable	<input type="checkbox"/> <input type="checkbox"/>

Function, form and fine-tuning their relationship.....(tick the boxes T for true and F for false)

	True or False	T F
1	Form follows function	<input type="checkbox"/> <input type="checkbox"/>
2	Function follows form	<input type="checkbox"/> <input type="checkbox"/>
3	Form and function adapt to each other	<input type="checkbox"/> <input type="checkbox"/>
4	Function concerns only the program of a building	<input type="checkbox"/> <input type="checkbox"/>
5	Function concerns any use the building makes possible	<input type="checkbox"/> <input type="checkbox"/>
6	Form suggests function only if you have experience of both	<input type="checkbox"/> <input type="checkbox"/>
7	Functions suggest form only if you have experience of both	<input type="checkbox"/> <input type="checkbox"/>
8	Forms do not always have to have a function	<input type="checkbox"/> <input type="checkbox"/>
9	Beauty can be a function of a building	<input type="checkbox"/> <input type="checkbox"/>
10	Functionalism was a movement that did not understand the full significance of the word function	<input type="checkbox"/> <input type="checkbox"/>

Epistēmē: what does philosophy hold for the designer? Philosophy.....(tick the boxes T for true and F for false)

	True or False	T F
1	questions the activity of design	<input type="checkbox"/> <input type="checkbox"/>
2	Helps the designer form an attitude to the design task	<input type="checkbox"/> <input type="checkbox"/>
3	Makes the business of design questionable	<input type="checkbox"/> <input type="checkbox"/>
4	Burdens the design task with all sorts of unnecessary concerns	<input type="checkbox"/> <input type="checkbox"/>
5	Is crucial now that design has become such a complex and environmentally sensitive task	<input type="checkbox"/> <input type="checkbox"/>
6	Cannot be reconciled with the problems of design	<input type="checkbox"/> <input type="checkbox"/>
7		<input type="checkbox"/> <input type="checkbox"/>
8		<input type="checkbox"/> <input type="checkbox"/>
9		<input type="checkbox"/> <input type="checkbox"/>
10		<input type="checkbox"/> <input type="checkbox"/>

Decorum.....(tick the boxes T for true and F for false)

	True or False	T F
1	A building should express its function	<input type="checkbox"/> <input type="checkbox"/>
2	A building should be flexible enough to change its function	<input type="checkbox"/> <input type="checkbox"/>
3	If a building changes its function it does not matter that it expresses another function	<input type="checkbox"/> <input type="checkbox"/>
4	A building should not express its function, it should be designed to make a good street	<input type="checkbox"/> <input type="checkbox"/>
5	A space should always surprise	<input type="checkbox"/> <input type="checkbox"/>
6	A space should sometimes surprise	<input type="checkbox"/> <input type="checkbox"/>
7	Buildings can look selfish	<input type="checkbox"/> <input type="checkbox"/>
8	Buildings are buildings and cannot have human characteristics	<input type="checkbox"/> <input type="checkbox"/>
9	Whether buildings do or do not have human characteristics is irrelevant to the designer he has more important concerns	<input type="checkbox"/> <input type="checkbox"/>
10		<input type="checkbox"/> <input type="checkbox"/>

Buildings are generated by(tick the boxes T for true and F for false)

	True or False	T F
1	The wish to perform an activity	<input type="checkbox"/> <input type="checkbox"/>
2	The wish to perform that activity in an environment protected from the elements	<input type="checkbox"/> <input type="checkbox"/>
3	The wish to perform that activity in a carefully controlled climate	<input type="checkbox"/> <input type="checkbox"/>

4	The wish to perform that activity in a well structured social setting	<input type="checkbox"/> <input type="checkbox"/>
5	The wish to establish one's position in society	<input type="checkbox"/> <input type="checkbox"/>
6	The wish to leave something to posterity	<input type="checkbox"/> <input type="checkbox"/>
7	The wish to become richer	<input type="checkbox"/> <input type="checkbox"/>
8	The wish to explore the limits of the possible	<input type="checkbox"/> <input type="checkbox"/>
9	The wish to become a famous designer	<input type="checkbox"/> <input type="checkbox"/>
11	The wish to serve society	<input type="checkbox"/> <input type="checkbox"/>
12	The wish to...	<input type="checkbox"/> <input type="checkbox"/>

How do we judge buildings or the built environment?

We measure the quality of a building against.....(tick the boxes T for true and F for false)

	True or False	T F
1	The purpose it was built for	<input type="checkbox"/> <input type="checkbox"/>
2	The purpose we want to use it for	<input type="checkbox"/> <input type="checkbox"/>
3	Objective quality criteria	<input type="checkbox"/> <input type="checkbox"/>
4	Subjective quality criteria	<input type="checkbox"/> <input type="checkbox"/>
5	Intersubjective quality criteria	<input type="checkbox"/> <input type="checkbox"/>
6	Their consistency in a system of logic	<input type="checkbox"/> <input type="checkbox"/>
7	Our experience of them after we have undergone them as...	
8	What tourists want?	<input type="checkbox"/> <input type="checkbox"/>
9	What visitors want?	<input type="checkbox"/> <input type="checkbox"/>
10	What the occupants want? (people who live and/or work in them)	<input type="checkbox"/> <input type="checkbox"/>
11	What the cleaners want?	<input type="checkbox"/> <input type="checkbox"/>
12	What the maintenance workers want?	<input type="checkbox"/> <input type="checkbox"/>
13	What the investors want?	<input type="checkbox"/> <input type="checkbox"/>
14	What the designers want?	<input type="checkbox"/> <input type="checkbox"/>
15	The wishes of society at large	<input type="checkbox"/> <input type="checkbox"/>

Can philosophy help us decide.....(tick the boxes Y for yes and N for no)

	Yes or No	Y N
1	what usefulness means?	<input type="checkbox"/> <input type="checkbox"/>
2	what is authentic and what is not?	<input type="checkbox"/> <input type="checkbox"/>
3	which identity is preferable?	<input type="checkbox"/> <input type="checkbox"/>
4	how to judge a building?	<input type="checkbox"/> <input type="checkbox"/>
5	how to judge an action?	<input type="checkbox"/> <input type="checkbox"/>
6	what is beautiful and what is ugly?	<input type="checkbox"/> <input type="checkbox"/>
7	how to judge beauty and ugliness?	
8	what skills we need to perform a certain job?	<input type="checkbox"/> <input type="checkbox"/>
9	what tools we need to perform a certain job?	<input type="checkbox"/> <input type="checkbox"/>
10	whether a certain task is useful?	<input type="checkbox"/> <input type="checkbox"/>
11	what style means?	<input type="checkbox"/> <input type="checkbox"/>
12	what authenticity means?	<input type="checkbox"/> <input type="checkbox"/>
13	how a parliament building might be organised?	<input type="checkbox"/> <input type="checkbox"/>
14	how a certain task is useful?	<input type="checkbox"/> <input type="checkbox"/>
15	how to design a useful object?	<input type="checkbox"/> <input type="checkbox"/>
16	what identity means?	<input type="checkbox"/> <input type="checkbox"/>
17	what beauty and ugliness mean?	<input type="checkbox"/> <input type="checkbox"/>
18	what a parliament is?	<input type="checkbox"/> <input type="checkbox"/>
19	how a parliament should function?	<input type="checkbox"/> <input type="checkbox"/>
20	what style to build in?	<input type="checkbox"/> <input type="checkbox"/>
21	...	<input type="checkbox"/> <input type="checkbox"/>

Now answer the same questions substituting the word philosophy for experience...

When considering a design conflict the interests of one party are generally chosen above the interests of another. Considering the users of architecture: the client, the occupants (who live and/or work there) visitors to building (patients, guests, family visiting the patients etc) the cleaners and other maintenance workers, the builders, the designer, the developer, government, society, the people who live or work in the vicinity of the building, , the idea of architecture, which should win out in a direct conflict?(tick the boxes T for true and F for false)

	True or False	T F
1	The architect over the client	<input type="checkbox"/> <input type="checkbox"/>
2	The client over the occupant	<input type="checkbox"/> <input type="checkbox"/>
3	The government over the client	<input type="checkbox"/> <input type="checkbox"/>
4	“Architecture” over the government	<input type="checkbox"/> <input type="checkbox"/>
5	Society over the architect	<input type="checkbox"/> <input type="checkbox"/>
6	The occupants over everything else	<input type="checkbox"/> <input type="checkbox"/>
7	The passerby over the occupants (when it concerns the exterior of the building)	<input type="checkbox"/> <input type="checkbox"/>
8	Maintenance workers and cleaners over the other occupants	<input type="checkbox"/> <input type="checkbox"/>
9	Visitors to the building (patients, old age pensioners, their family) over staff (dokters, nurses etc.)	<input type="checkbox"/> <input type="checkbox"/>
10	Architecture over the client	<input type="checkbox"/> <input type="checkbox"/>

Write: intention, interpretation design reinterpretation, production, interpretation = reading

If we say that writing is *sort of* like designing a building and that reading is *sort of* like undergoing a building by any of its users then.....(tick the boxes T for true and F for false)

	True or False	T F
1	Writing is more creative than reading	<input type="checkbox"/> <input type="checkbox"/>
2	Reading is just as creative as writing	<input type="checkbox"/> <input type="checkbox"/>
3	A person interpreting the building is producing his experience	<input type="checkbox"/> <input type="checkbox"/>
4	A person designing the building has total control over the experience of the user	<input type="checkbox"/> <input type="checkbox"/>
5	Writing is an activity where you try to achieve your intention	<input type="checkbox"/> <input type="checkbox"/>
6	Reading is an activity where you allow yourself to be surprised	<input type="checkbox"/> <input type="checkbox"/>
7	Reading is just as intentional as writing, you only see what you want to see	<input type="checkbox"/> <input type="checkbox"/>
8	Reading a building well is just as hard as designing it well	<input type="checkbox"/> <input type="checkbox"/>

Some things about a building are surely more important than other things. That a building(tick the boxes T for true and F for false)

	True or False	T F
1	does not leak <i>is always more important than</i> (IAMIT) whether it is technologically innovative	<input type="checkbox"/> <input type="checkbox"/>
2	Looks good as an object in the city IAMIT the cost of a building	<input type="checkbox"/> <input type="checkbox"/>
3	is efficient in its routing to perform an activity quickly IAMIT its orientation relative to the sun	<input type="checkbox"/> <input type="checkbox"/>
4	Thinking about light and dark IAMIT programmatic efficiency	<input type="checkbox"/> <input type="checkbox"/>
5	Safety IAMIT programmatic efficiency	<input type="checkbox"/> <input type="checkbox"/>
6	Safety IAMIT comfort and convenience	<input type="checkbox"/> <input type="checkbox"/>
7	Safety IAMIT usefulness	<input type="checkbox"/> <input type="checkbox"/>
8	Healthy building IAMIT safety	<input type="checkbox"/> <input type="checkbox"/>

A building is only beautiful if it is.....(tick the boxes T for true and F for false)

	True or False	T F
1	desirable for whatever reason	<input type="checkbox"/> <input type="checkbox"/>
2	a building that has an original shape	<input type="checkbox"/> <input type="checkbox"/>

3	is well constructed	<input type="checkbox"/>	<input type="checkbox"/>
4	useful to its occupants	<input type="checkbox"/>	<input type="checkbox"/>
5	liked by many people, regardless of their level of education	<input type="checkbox"/>	<input type="checkbox"/>
6	liked by people who are well educated	<input type="checkbox"/>	<input type="checkbox"/>
7	liked by experts	<input type="checkbox"/>	<input type="checkbox"/>
8	liked by me	<input type="checkbox"/>	<input type="checkbox"/>
9	liked by someone I respect	<input type="checkbox"/>	<input type="checkbox"/>
10	a building that performs one or more of its uses well	<input type="checkbox"/>	<input type="checkbox"/>
11	old	<input type="checkbox"/>	<input type="checkbox"/>
12	new	<input type="checkbox"/>	<input type="checkbox"/>
13	Not made of concrete	<input type="checkbox"/>	<input type="checkbox"/>

How do we arrive at a judgment?.....(tick the boxes T for true and F for false)

	True or False	T	F
1	On the basis of logic	<input type="checkbox"/>	<input type="checkbox"/>
2	On the basis of emotions	<input type="checkbox"/>	<input type="checkbox"/>
3	On the basis of our experience of life	<input type="checkbox"/>	<input type="checkbox"/>
4	On the basis of certain knowledge	<input type="checkbox"/>	<input type="checkbox"/>
5	On the basis of beliefs	<input type="checkbox"/>	<input type="checkbox"/>
6	On the basis of logic weighted by feelings	<input type="checkbox"/>	<input type="checkbox"/>
7	On the basis of beliefs subjected to logical reasoning so that conclusion follow (deduction)	<input type="checkbox"/>	<input type="checkbox"/>
8	Compelling ideas acquired through experiment and exploration of experience (induction)	<input type="checkbox"/>	<input type="checkbox"/>
9	By creatively exploring possible relations between things previously unrelated (abduction)	<input type="checkbox"/>	<input type="checkbox"/>
10	On the basis of logic which is a combination of a binary operation [IF] {A} [THEN] {b} but whereby the terms a and b have to be filled in in such a way that they feel right	<input type="checkbox"/>	<input type="checkbox"/>
11	On the basis of axioms which cannot be proven but which appear to conform with our experience of the world	<input type="checkbox"/>	<input type="checkbox"/>

What do we need to justify as designers?(tick the boxes T for true and F for false)

	True or False	T	F
1	Our design decisions	<input type="checkbox"/>	<input type="checkbox"/>
2	Our selections of material, building systems	<input type="checkbox"/>	<input type="checkbox"/>
3	Our actions while designing	<input type="checkbox"/>	<input type="checkbox"/>
4	The buildings we have designed	<input type="checkbox"/>	<input type="checkbox"/>
5	The ideas we use to come to a design decision	<input type="checkbox"/>	<input type="checkbox"/>
6	The logic we employ when coming to a design decision	<input type="checkbox"/>	<input type="checkbox"/>
7	Our beliefs regarding the role of the design in society	<input type="checkbox"/>	<input type="checkbox"/>
8	The role of the finished product in society	<input type="checkbox"/>	<input type="checkbox"/>
9	Our thoughts while designing	<input type="checkbox"/>	<input type="checkbox"/>
10	Nothing, we do not need to justify ourselves ever	<input type="checkbox"/>	<input type="checkbox"/>

If design is an activity that produces a vision of a desirable state of affairs and shows how that vision can be realized then it is important to...(tick one box per question, 1 is not important 5 is extremely important)

		1	2	3	4	5
1	have a clear view of what is desirable	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	know how the world works	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	know how society works	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	know how people's bodies work	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	Know whether the god exists	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	To know what the purpose of life is	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	To know how bodies relate to the environment they live in	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

8	To use language with precision	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
9	That words can be very precisely defined	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
10	That we have words for everything	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
11	We all speak the same language	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
12	Be able to draw by hand	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
13	To think logically	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
14	To think creatively	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
15	To think with reference to experience	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
16	To know about the traditions of design	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
17	To know about the history of design	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
18	To understand specific precedents	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
19	That everyone should know the same history	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
20	That everyone should know the same precedents	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
21	That everyone speaks the same language	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
22	Have the skill to present that vision	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Design and evolution are often seen as opposites. Test your own view:(tick the boxes T for true and F for false)

	True or False	T F
1	Evolution is blind, anything that manages to reproduce is “successful”	<input type="checkbox"/> <input type="checkbox"/>
2	Design is not blind, it is intentional, it is driven by a stated purpose	<input type="checkbox"/> <input type="checkbox"/>
3	Design uses experience in order to define intentions	<input type="checkbox"/> <input type="checkbox"/>
4	DNA as gene sequences, store the design specifications of an organism	<input type="checkbox"/> <input type="checkbox"/>
5	DNA encodes the design of an organism	<input type="checkbox"/> <input type="checkbox"/>
6	Evolution is a process of selection	<input type="checkbox"/> <input type="checkbox"/>
7	DNA is a memory storage device	<input type="checkbox"/> <input type="checkbox"/>
8	We speak of a design evolving	<input type="checkbox"/> <input type="checkbox"/>
9	We speak of the design of an eye	<input type="checkbox"/> <input type="checkbox"/>
10	We speak of the history of design evolving	<input type="checkbox"/> <input type="checkbox"/>
11	Any design that is used and survives over a period of time leading to new developments is “successful”	<input type="checkbox"/> <input type="checkbox"/>
12	In order to have an intention in design you have to have experience of how things work	<input type="checkbox"/> <input type="checkbox"/>
13	Design is a process of selecting that which is thought to work well in a situation	<input type="checkbox"/> <input type="checkbox"/>
14	Consciousness involves a memory storage device	<input type="checkbox"/> <input type="checkbox"/>
15	I know for certain that trees do not have something akin to consciousness	<input type="checkbox"/> <input type="checkbox"/>
16	I know for certain that spiders do not have something akin to consciousness	<input type="checkbox"/> <input type="checkbox"/>
17	Consciousness is able to affect human evolution through learning	<input type="checkbox"/> <input type="checkbox"/>
18	Evolution and design are identical processes	<input type="checkbox"/> <input type="checkbox"/>

Thank you for filling in this questionnaire. Now start again.