COGNITIVE INTERFACES
AND
A STUDY OF VIRTUAL MUSEUM

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ABSTRACT

Change in the creative city has challenged the domains of our culture and education. The study sees that there is an increased use of interfaces in our daily living. The culture of mediation has infiltrated our way of living on various levels, even our way of thinking has been shaped along the lines of its influence.

In the course of extending ourselves through these means of living, we realised that these interfaces are the channel through which we see things. They shape our perception and our understanding to the surrounding world, but in turn we also have the power to shape them to our advantage. In the absence of familiar cues in the bombardment of these uses, our innate cognitive faculty has taken over to orientate us in their use, such that over the process of using them, we can further understand the hidden notions behind the structure of their creation. Ultimately, we will be able to apply the use of these interfaces more purposefully in the course of extending ourselves in the long-term search for betterment.

The study reveals this relationship under the context of a virtual museum. As an interface acting between the physical museum and its visitors, the museum extends itself to encompass more roles and to keep up with the changing demands of its visitors. Its visitors have also, in the course of using it, gain a renewed understanding of how we can apply our new concepts of time and space onto its use and further familiarise ourselves with the power we can act.

The innovative solution of a virtual museum interface has brought us new experiences, new knowledge, and new understanding. By exploring possibilities open up by the virtual museum, we can read signs of how interfaces have created a new definition for our traditional museums which are still rooted in past understandings.

The study concluded that with the cognitive use of the virtual museum interface, we can further utilise technologies such as telepresence, telecommunication and multimedia to help us accomplish our tasks with greater flexibility. Yet, at the same time we have also looked beyond their immediate technical advantages and realised that the underlying notions structuring them are actually the true means of extending ourselves amidst the unfamiliar.

The study touches very little on architecture, but it serves as an effective introduction to how the cognitive use of new concepts can affect the notions of physical architecture. With the proliferation of interfaces, archetype buildings like the Digital Museum designed by Ken Sakamura, will start to surface.

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