Cyberspace! A word with such magical appeal to the architects of the twentieth-first century.

The realisation of this infinite theory and its growing consciousness has revealed that creating buildings in the real world need not only be a physical component—grounded on earth anymore. With the availability of technology, further architectural exploration is possible. The emerging of Information Architects are now addressing the needs of the age to focus upon the organisation of information 'space'.

This dissertation deals with our contemplation of a non-physical and anti-spatial environment known as cyberspace. The concept of cyberspace in this dissertation is defined as a 'place without space'. It challenges our understanding of space and the relevance of place in our real architecture. It is a place beyond our understanding of a hardware system or a simulation technology. Cyberspace is architecture; Cyberspace has an architecture; and Cyberspace contains architecture.

Architecture here can be studied through the notion of 'landscape planning'. Architecture can be transformed through the use of other mediums beside 'pure' space itself. To explore further, Cyberspace Architecture can be the notion of a 'place' and the 'elements' that encompass our social and human activities in cybercities.

In any case, Architecture can be a blending between two realities; the real and the virtual. It is being defined as "Recombinant Architecture" a name given by William Mitchell, which describes the hybridising of two spaces: physical space and the virtual space.