Summary

The aim of this essay is to explore the significance of perception in urban design. The study of perception is not new to urban designers and artists as it is about the sensory reaction to their works. However, the added responsibilities that are accompanied with the concerns of function and economics have made perception a secondary concern with today's architects. In addition, the question of the subjectivity of the perception of the urban environment with the senses, has often been found to be contradictory to rational, logical thinking. However, this does not necessarily mean that perceptual concerns is a thing of the past. The phenomenon of perception is happening to everyone in the urban environment. The essay will (within the limits of language and illustrations) seek to establish a perspective on perception with the study of the various perceptual concepts by other writers on this subject. From this perspective, the essay will launch a critique on the example of the Housing and Development Board (HDB) environment in Singapore utilising elements abstracted through the study in perception.

The essay is divided into 4 parts:

1. The first Chapter deals with the definition of perception and the perspective of the Phenomenon approach to the essay.

2. The seven senses of perception are studied in Chapter 2 and 3. As the visual sense is the most important of the seven senses, an entire chapter i.e. Chapter 2 has been devoted to the illustration of the significance of this sense. The other six senses are also recognized in their importance to the perception of the urban environment in which the text in Chapter 3 has been devoted to their illustration. The aim of these chapters is to establish the synthesis of the senses of perception.

3. With the establishment of a perspective in perception based on the studies in Chapters 1 to 3, a critique is done on the urban environment of the HDB using the perceptual concepts.

4. The concluding chapter deals with the factors in design approach and the limitations of the representational tools that hinder urban designers in designing from the perceptual point of view. The potential of computers for perceptual simulation is also discussed.