

A Model for Architectural Computing Design Based on Analogies from Human Life

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Abstract

This paper introduces the notion that analogies from human life can provide a framework for the modeling of architectural Design Computing. It shows how these analogies can help in increasing our understanding of the design process. The theoretical hypothesis is fully described and an example of the analogies is given. These analogies show the potentials of gathering some advanced concepts in the field of design computing into one solid framework.

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