


Editorial

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The second issue of the Journal of Design Studio has one book review and seven research articles. Journal of Design Studio has been started to be listed in the EAAE Architectural Journal Database.

"Desineer: Experimental Space Production in VR Environment" by Eray Sahbaz, and Bilgehan Bakirhan is the first article in this issue. Through digital space experiments, the project seeks to investigate the various opportunities for space production. In this context, the Unreal game engine was used to create the experimental Virtual Reality (VR) application "Desineer."

The second research article, by Ipek Yildirim Coruk, is titled " Spatial Organization Approaches at the First-Year Design Studio ". The purpose of the article is to demonstrate how students approach the creation of space fiction while utilizing fundamental design components. Content analysis was employed as the method of data gathering, and the study was designed using a qualitative research approach. In this direction, an analysis was conducted on the steps and results that the students produced for the given challenge in the studio settings. The form analysis of the two-dimensional photo frames utilizing the design elements and the technique of transforming this analysis into the space organization have been revealed as a consequence of the analyses.

Selim Kartal, and Mehmet Inceoglu are the authors of the third research article which is entitled as "Evaluating Street Character Using the 3D Fractal Analysis Method: Lefkoşa". This article's goal is to use a three-dimensional analysis to expose the mathematical component hiding beneath the intricate architectural fabric's structure. Understanding the mathematical component underlying architectural character is critical for new designs and interventions in the existing urban fabric, as architectural character has changed over time due to the influence of different cultures. This makes architectural character essential for maintaining urban integrity and sustainability.

The article which is entitled "Examination of the Interaction Process between Architecture Students and Supervisors in the Thesis Studio" written by Rahman Tafahomi. The purpose of this study is to expose philosophical contradictions in various schools of thought by critically analyzing the supervision procedure currently in place for the undergraduate thesis project in the architecture program. Even for the thesis projects, architectural programs have embraced the apprenticeship model of teaching, sometimes known as learning by doing. New schools of thought and education, however, demand greater independence and adaptability from their pupils.

Deniz Hasırcı, Yasemin Albayrak Kutlay, Zeynep Edes, Muge Caliskanelli, M. Haluk Tatari, and Silvia Rolla were the authors of the article which was entitled as "Highlighting Community and Identity through an Online Interior Architecture Studio Project: Ambassador's Residence Project". Encouraging a sense of community and connection during a period of disengagement was one of the initial goals. There were several strategies to accomplish this, the first being having the kids work in two-person teams. Utilizing the benefits of online learning to the fullest was the second step. In this way, the studio was open to both domestic and foreign visitors for talks and criticisms.

The research article was written by Neslihan Kulozu Uzunboy, Serkan Sipahi, and Gulay Kucuk and is entitled as " Assessment of the Erzurum Kudaka (Old Tekel) Building in Light of Modern Architectural Principles Using the Example of Villa Savoye ". The study examines, with the aid of paintings, the New Architecture concepts proposed by Le Courbusier, Villa Savoye, the Tekel building, and KUDAKA with its current transformation. Following the examination, the principles advanced in the Tekel building were examined, and the principles upheld in the building's current state were examined. In conclusion, the KUDAKA (Old Tekel) Building, one of the earliest examples of modern architecture, reveals the effects and changes brought about by Erzurum's New Architecture, which is still influencing the entire world.

The author of the study "Assessing Game Design Experience: Insights from Educators in Design Studio Environments " is Emirhan Coskun. In contrast to the structure of traditional education, which places more emphasis on knowledge than on doing, the author explains that well-designed digital games or digital game-based learning environments gain a more powerful and potential structure in terms of education because they offer positioned learning experiences with transferable information and instant feedback. This study has identified focusing on the game design experience and educators' approaches and perceptions towards digital game-based learning environments as a research problem in order to see the perspectives of educators and to understand how to create a common framework.

Guliz Ozorhon and Goksu Sarman's final research piece in this issue is titled "The Architectural Design Studio: A Case in the Intersection of the Conventional and the New." The study illustrated the relevance and effectiveness of classic studio instruments such as juries, context-subject, and critiques. It was also mentioned that while some of the new tools (OB) still needed to be utilized to their fullest extent, the studio experience was enhanced by their addition (QD). The study's findings also showed that students preferred in-person, interactive interactions in the studio. The learning area was one of the most important parts of the process because it gave the students a sense of belonging and motivation.

Book review by Orhan Hacıhasanoğlu on "Spaces of Republic in Sivas, 1930-1980 (Sivas' ta Cumhuriyetin Mekanları, 1930-1980)", edited by Uğur Tuztaş and Pınar Koç, published by YEM Publication: 2021, is the book review that finishes this issue.