

**THE REPUBLIC OF TURKEY**

**BAHCESEHIR UNIVERSITY**

**THE EFFECTS OF CYBERPUNK CULTURE ON  
ARCHITECTURE: WEST ATAŞEHİR CASE**

**Master's Thesis**

**SELİM YAKUP KEFELİ**

**İSTANBUL, 2020**



**THE REPUBLIC OF TURKEY**

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**THE GRADUATE SCHOOL OF NATURAL AND APPLIES  
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**Thesis Supervisor: ASSIST. PROF. DR. SUZAN GİRİNKAYA AKDAĞ**

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## ABSTRACT

### EFFECTS OF CYBERPUNK CULTURE ON ARCHITECTURE: WEST ATAŞEHİR CASE

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Master of Architecture

Thesis Supervisor: Asst. Prof. Dr. Suzan GİRGIN KAYA AKDAĞ

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Mankind has always developed utopias for a better living environment and future. However, with the enlightenment and industrial revolution, the very ideas of utopias have turned into dystopias. This thesis deals with urban transformation projects and their resemblances with science fiction subgenre ‘cyberpunk’. Cyberpunk is a dystopic subgenre of science fiction which can be summarized as ‘high tech, low life’. For many architects, designers, and philosophers, urbanization, and mass housing of our era represent the ideals of cyberpunk culture. This study aims to understand the perception of spatial character in such futuristic environments.

As for the beginning, cyberpunk literature and movies are referred to discuss the effects of futuristic architecture and the ‘sense of place’ related to aesthetic quality. Afterward, a case study is executed for West Ataşehir district, which is a newly built area in Istanbul. With convenience sampling, two surveys are conducted to a group of 58 participants, including designers and non-designers aged between 22-68, about their conceptions of the environmental quality in Ataşehir and its associated physical features (buildings, green areas, streetscape, and the skyline). Results are evaluated according to a set of 21 bi-polar, seven-point adjective rating scales (Craig, 1972 and Kasmar, 1988). Meanings of the results that are mostly associated with Ataşehir’s current spatial character are detected. Perception of different environmental features and forms including skyscrapers, mosques, apartment blocks, and the skyline are discussed concerning subjects’ familiarity/unfamiliarity to futuristic architecture. The study aims to find out whether visitors feel alienated or familiar in these futuristic environments. Results indicate that they feel mostly familiar, however, that they at the same time dislike these kinds of environments.

While current cities are becoming similar to dystopian places, it is substantial to understand how people feel in such futuristic environments. The assessment of opinions with similar analytical approaches may guide the planning of new spatial features that are compatible with the unique characteristics of environments and cities.

**Keywords:** Cyberpunk, Dystopia, Futuristic Architecture, Sense of Place, Aesthetic Quality

## ÖZET

### SİBERPUNK KÜLTÜRÜN MİMARİDEKİ ETKİLERİ: BATI-ATAŞEHİR ÖRNEĞİ

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İnsanoğlu daha iyi bir yaşam alanı ve gelecek için her zaman ütopyalar yaratmıştır. Fakat aydınlanma ve sanayi devrimi ile birlikte, bu ütopya fikirleri zamanla yerini disyopyalara bırakmıştır. Bu çalışma, kentsel dönüşüm projeleri ile bir bilim kurgu alt türü olan siberpunk arasındaki ilişkiyi araştırmaktadır. Siberpunk, distopik bir bilim kurgu alt türüdür ve ‘yüksek teknoloji, düşük hayat standartları’ şeklinde özetlenebilir. Bir çok mimar, tasarımcı ve filozof için günümüzün kentsel dönüşüm ve toplu konut projeleri siberpunk’ın fikirlerini temsil etmektedir. Bu çalışma, bu tarz fütüristik alanlarda insanların mekansal karakter algılarını anlamayı amaçlamaktadır.

Öncelikle, fütüristik mimarinin insanların ‘mekan algısı’na etkisini tartışmak için, siberpunk edebiyatından ve filmlerden bahsedilecektir. Ardından, İstanbul’un yeni inşa edilmiş bir alanı olan Batı Ataşehir bölgesinde bir alan çalışma yapılacaktır. Uygunluk örneklemesi ile seçilen tasarımcılar ve tasarımcı olmayan bireylerden oluşan, yaşları 22 ile 68 arası değişen, 58 kişilik bir gruba, Batı Ataşehir ve fiziksel çehresi hakkındaki fikirlerini almak amacıyla iki anket yapılacaktır. Sonuçlar 21 bi-polar ve yedi sonuçlu sıfat ölçeklendirme metoduyla değerlendirilecektir (Craik, 1972 and Kasmar, 1988). Ataşehir’in mekansal karakteri ile en çok alakası olan sıfatlar belirlenecektir. Katılımcıların fütüristik mimariye aşına olup olmadıklarına göre gökdelen, cami, apartman ve silüet gibi mekansal özelliklerin algıları tartışılacaktır. Araştırmanın amacı bu fütüristik mekanlarda ziyaretçilerinin kendilerini yabancı mı yoksa bu mekanlara yakın mı hissettiklerini bulmaktır. Sonuçlar ortaya çıkarmıştır ki katılımcıların büyük bir bölümü kendilerini bu mekanlara aşına hissederken aynı zamanda bu mekanlardan hoşlanmamaktadır.

Günümüzde şehirler ne kadar distopik mekanlara benzemeye başlamış olsa da, insanların bu fütüristik alanlarda nasıl hissettiklerini anlamak önemlidir. İnsanların benzer alanlardaki değerlendirmeleri, yeni mekansal planlamaları, mekanların ve şehirlerin karakteriyle daha uyumlu hale getirebilir.

**Anahtar Kelimeler:** Siberpunk, Distopya, Fütüristik Mimari, Mekan Algısı, Estetik Kalite

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## **1. INTRODUCTION**

Today cities are prevailed by capitalism, in which goods are owned mostly by the private sector. In the early stages of capitalism, it affected countries and their colonies with the national capital. When there was an investment for the building sector, its source was clear. However, with the advent of globalization, especially after the 1980s, the source of investment has become more and more ambiguous; thus, the local planners could not control the city silhouette thereafter. As David Harvey claims, to survive capitalism should always find some new areas to expand and cities became one of the most valuable ways to grow the capital for centuries (Harvey, 2008).

### **1.1 AIM OF THE STUDY & PROBLEM DEFINITION**

Media mostly advertises the new city as something promising, nevertheless, some critics point out unfamiliar building features and alienation of people from such newly built environments. Introduced by capitalist forces, alienation has changed the perception and sense of place. A sense of place is a feeling or a perception held by the public (Masterson et al, 2017). The sense of place can be divided into two piles, attachment to the place and spatial meanings. Attachment to the place contains boundaries for the place, functional requirements, place identity, and emotional feelings for the place. Spatial meanings indicate the aesthetic quality of the place. The latter mostly asks questions like “what a place is”, “what it is like” and “what kind of images it conveys” (Masterson et al, 2017). Focusing on the aesthetic qualities of a futuristic environment form this thesis will aim to derive the sense of place from spatial meanings adhered to first-time visitors in a newly built environment, which is the West-Ataşehir District on the Anatolian side of Istanbul.

After the introduction part, Chapter 2 will define the effects of late capitalism on the city by analyzing cyberpunk films and cinema, which include dystopian environments with futuristic developments. Chapter 2 will include a detailed literature review covering several books and dissertations, films, and games influenced by dystopian cyberpunk culture by timeline. Afterward, the effects of capitalism on real-world cities, relating to their architecture and environments will be discussed. The problem of representing the new city with its futuristic architecture will be deliberated regarding cyberpunk literature and movies. In light of these discussions, in Chapter 3 a case study in West-Ataşehir

district, a newly built area on the Anatolian side of Istanbul, will be presented. The findings will be analyzed in Chapter 4 and discussed in Chapter 5 to conclude for suggestions on increasing the aesthetic quality thus the sense of place for futuristic environments.

## **1.2 METHOD OF THE STUDY**

The focus of this study is on defining links between futuristic features of a newly-built environment and dimensions of meaning associated with designers' shared city character image. A case study is executed for West-Ataşehir district, which is a newly built area in Istanbul. Due to the explanatory nature of this research, convenience sampling is used to ensure the collation of a wide diversity of values, attitudes, and preferences. Convenience sampling also enables the participation of design students, who are readily and easily available (Taherdoost, 2016). Two surveys are conducted with 58 participants, including designers and non-designers aged between 22-68, about their conceptions regarding the aesthetic quality of Ataşehir and its associated physical features (buildings, landscape, streetscape, and the skyline). Semantic descriptions used for the rating scales and identification of specific building features used as stimuli in the study were collected from similar previous research (Green, 1999).

Initially, participants' familiarity with the futuristic architectural style was quantified using an aesthetic evaluation scale (Mastandrea Bartoli and Carrus, 2011). Five photos of futuristic buildings from 1997 to 2006 were shown. They were expected to assess these on a 7-point Likert-scale in terms of their familiarity with the futuristic buildings.

Afterward, a total of 24 photos of Ataşehir with four main groups -buildings, landscape elements, service elements, and silhouette- were shown to participants. Results are evaluated according to a set of 21 bi-polar, seven-point adjective rating scales defined by previous research (Craik, 1972 and Kasmar, 1988). All data collected is assessed and interpreted by the Statistical Package for the Social Sciences (SPSS).

### **1.3 ASSUMPTIONS & LIMITATIONS**

This thesis aims to check the following hypothesis:

- Those who are already adapted to science fiction culture are quite open to living within futuristic environments, such as Ataşehir.

- The aesthetic quality, thus the aesthetic perception of futuristic environments is high for their visitors.

-There is a remarkable difference between those who are keen on classical and contemporary architecture in terms of their aesthetic perception of futuristic architecture.

The study will only investigate the aesthetic quality of the West-Ataşehir area and therefore measure place meaning scale.

Two surveys were handed to 100 participants, including designers and non-designers aged between 22-68, about their conceptions of the environmental quality of Ataşehir and its associated physical features (buildings, green areas, streetscape, and skyline). 65 participants replied and 58 of them were found suitable for evaluation. Semantic descriptions used for the rating scales and identification of specific building features used as stimuli in the study were collected from previous research (Green, 1999).



## **2. EFFECTS OF LATE CAPITALISM IN CITIES:**

### **URBAN TRANSFORMATION, FUTURISTIC ARCHITECTURE & CYBERPUNK CULTURE**

Capitalism is an economic system in which goods are owned by private individuals or businesses. In the early stages of capitalism, it affected countries and their colonies with the national capital. When there was an investment for the building sector, its source was clear. However, with globalization, the source of investment has become more and more ambiguous so, the local planners could not control the city silhouette thereafter.

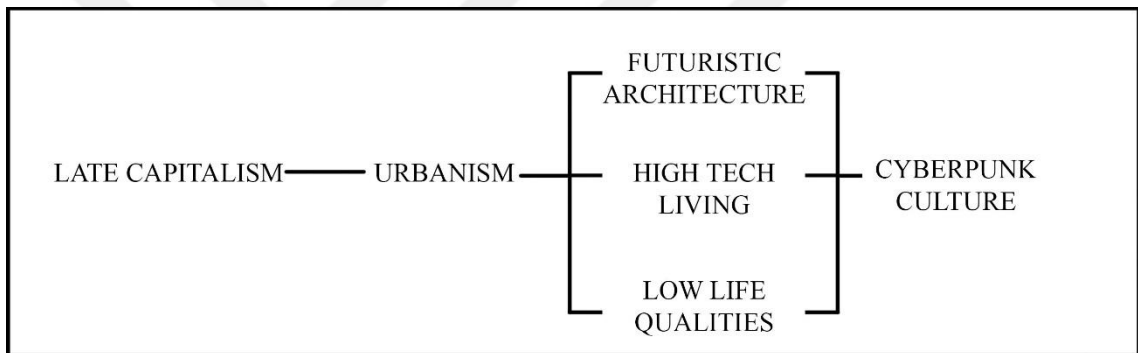
Urban transformation is important strategy capitalism instrumentalized. In 1848, there was a crisis and thus, in 1853, Louis-Napoleon Bonaparte brought George-Eugène Haussmann to control the city's public work. Haussmann understood that his work was not only building the city but also to solve surplus-capital and unemployment problem with gentrification projects. Rebuilding Paris required a huge amount of labor and capital for the standards of the time. Coupled with suppressing the aspirations of the Parisian workforce, it was the primary vehicle of social stabilization. While rebuilding the city, Haussmann made Paris anew: Large squares, cafés, big shops, and more. Paris became "the city of light". However, he moved working and low-income classes to the suburbs of the city while reshaping it. This layout worked for 15 years but then the overextended and speculative financial system and credit structures crashed again in 1868.

Another example came from the 1940s United States. Second World War solved the US's problem of absorbing surplus-capital for a while, but after the war, they could not know how to absorb it for the second time. Robert Moses examined Haussmann's work in Paris and learned from his mistakes. He used plans similar to Haussmann's all over the US and created many massive cities. This situation also lasted until the late 1960s and in the end, the inhumane characteristics of suburban life played a critical role in the dramatic events of 1968 in the US, including the assassination of Martin Luther King Jr.

Urbanization is still an escape route to flee from bankruptcy. It is not in use only in the United States of America but all over the world as global urbanization invaded the world from the Middle East to China. This urbanization process saved capitalism many times. For capitalism to exist, it has to keep growing around 3 percent every year (Harvey, 2014).

In the 1970s this growth stopped, but luckily USSR collapsed and became a part of capitalist growth to save the capitalist order. Meanwhile, China also became a part of it with her gigantic urbanization projects and uninhabited cities all of which were created to save the capitalist forces of the world (Harvey, 2012). It is hard to comprehend that these are the same principals Haussmann used for the Paris transformation because of their global scale. But regardless of the scale, they are the same. In his book *Rebel Cities* (2012), David Harvey claims that gentrification projects in cities are made for the rich and upper-middle-class while little regard was put to the needs of the middle class and poor. Urban transformation and gentrification projects have a common ground with cyberpunk culture with its high-tech and low-life qualities. This is presented in Table (2.1).

**Table 2.1: Late Capitalism to Cyberpunk Culture**



## 2.1 AN ANALYSIS OF CYBERPUNK CULTURE

To explain Cyberpunk, one should first talk about science-fiction. Science Fiction is a popular literature and movie genre and an important phenomenon of the 20<sup>th</sup> century, mostly representing experiences of Western Civilization with science and technology (Ersümer, 2013). All science-fictions are based on predictions of what is already known. A science-fiction writer takes the data, predicts a tendency, and writes a story about the continuation of this tendency (Bainbridge, 1986). One of the main tools of science-fiction is to pull what is fantastic, fearful, and terrifying to the realms of what is known, to control them (Ersümer, 2013). The first science-fiction novel is considered as *Frankenstein: A Modern Prometheus* by Mary Wollstonecraft Godwin Shelley in 1818.

The first usage of the word “Cyberpunk” was in *Amazing Science Fiction Stories* (November 1983), by writer Bruce Bethke, where he narrated the story of a teenager hacker group. The term cyberpunk combines the word cyber, which is the shortening of cybernetics and the word punk. Cybernetics is a word used to indicate internal and external information exchange, supervision, and management in living and machines.

The word Punk takes its roots from a sub-genre of English rock music and the culture formed around it. This word is commonly used to describe young people who are against traditions, norms, and authority. Punk was born in the mid-1970s of England where economic crisis and unemployment were rising. Those forming the Punk movement were youngsters who embraced the slogan “No Future”, who did not have any hope for the future and rejected all traditional norms. Other elements of punk are alienation, nihilism, extinction, destruction, collapse, terror, aggression, rebellion, curiosity to grotesque, drugs, filthiness, and slang. Their nihilism is individual. They do not propose an alternative future because the future is chaotic for them.

Cyber, underlining high-tech, and punk, which emphasizes street life merges to create Cyberpunk. A Cyberpunk city silhouette can be observed in Figure (2.1).

**Figure 2.1: A Cyberpunk City Silhouette**



Source: <http://desktop.hdwallps.com/cyberpunk-city-wallpaper-4k.html>

### 2.1.1 Cyberpunk in Literature

In 1983, Bruce Bethke wrote a short story to be published in *Amazing Science Fiction Magazine* (November 1983) and titled it *Cyberpunk*. This was the first usage of the word in literature. The first Cyberpunk novel is considered *Neuromancer* which was written by William Gibson in 1984. After its release, the word cyberpunk started to be used commonly by the public and shaped its sub-genre. The most well-known Cyberpunk writers are William Gibson (*Neuromancer*, 1984) (Figure 2.2), Bruce Sterling (*Schismatrix*, 1985) (Figure 2.3), John Shirley (*Eclipse*, 1985), Lewis Shiner (*Frontera*, 1984) and Rudy Rucker (*Software*, 1982). Cyberpunk literature lived its golden ages in the mid and late '80s however lost attention in the '90s.

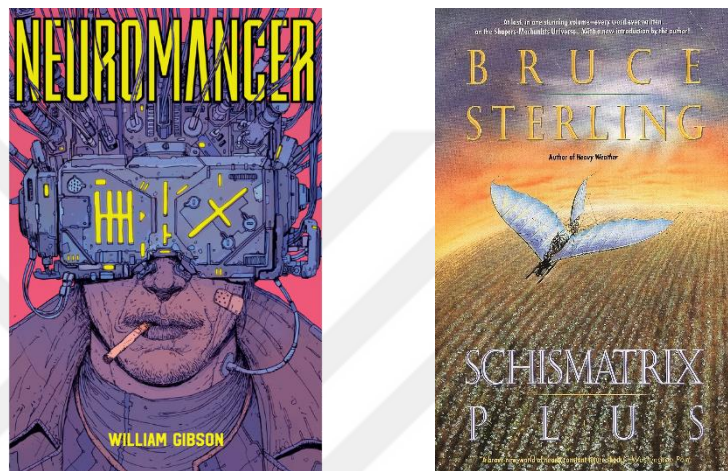
Cyberpunk movement informs us of a global world surrounded by massive communication networks. The years Cyberpunk springs are also the times when personal computers and internet usage has started to rise all around the world. It holds reflections of the late 1970's fundamental changes like late capitalism, postmodernism, simulation, and information age. Cyberpunk's dystopic view of the future comes from scientific facts and authors' fears. Political theorist Frederic Jameson says that Cyberpunk is the supreme expression of late capitalism in the literature (Ersümer, 2013).

Cyberpunk writers claim that information will be the most important source of power in the future world. They use the slogan "Information must be free" and they are against all kinds of censorships and copyrights.

In Cyberpunk literature, linguistic experiments leap out with made-up words for computer culture and street slang. Heroes of the books are youth from the streets with body part replacements and supernatural abilities. These characters merge in customs and fashions which represent the end of modern civilization. Grotesque hairstyles, clothes, new weapons, disgusting sexual habits, drugs, and body part replacements are examples of these fashions. The characters of Cyberpunk literature are mostly anti-heroes. Characters' motivations derive from necessities and self-interests for living in a difficult environment. Human bodies become jigsaw puzzles of science. All body parts can be altered if requested and able to afford financially. Fictions mostly take place in ruined urban areas of bizarre space stations.

One of the main features to give Cyberpunk dimensionality is its genre hybridism. A Cyberpunk story can be a hard-boiled detective, a gothic, a fantastic, or a punk rock story. In contrast to science fiction after the 1950s, in Cyberpunk, instead of interstellar travel, we travel through consciousness and human psychology. The only true alien is our earth (Ersümer, 2013).

**Figure 2.2: Neuromancer – William Gibson, Schismatrix – Bruce Sterling**



Source: amazon.com

### 2.1.2 Cyberpunk in Cinema After 20<sup>th</sup> Century

Cyberpunk made its release in cinema with Ridley Scott's *Blade Runner* (1982). *The Terminator* (1984) of James Cameron, *Robocop* (1987) of Paul Verhoeven, and *Akira* (1988) of Katsuhiro Otomo followed this Cyberpunk trend. In all those movies a dystopian future can be observed. Cinema critic Kutlukhan Kutlu says that "Cyberpunk means dystopia in a way, however a fascist dystopia" (Kutlu, 2004). Cyberpunk started to lose its popularity in science fiction literature in the '90s but not in the movie sector. Cyberpunk movies were still being produced afterward.

For Tom Maddox who was a science fiction writer in the early cyberpunk movement, *Blade Runner* is the key object to understand the relation between cinema and cyberpunk. "In mid- '80s cyberpunk emerged as a new way of applying science fiction genre both to literature and film. The primary book was William Gibbon's *Neuromancer*; the most

important film, *Blade Runner*. Both featured a hard-boiled style, were intensely sensuous in their rendering of detail, and engaged technology in a manner unusual in science fiction: neither technophilic (like so much of “Golden Age” science fiction) nor technophobic (like the science fiction “New Way”), cyberpunk did not so much embrace technology as going along for the ride.” (Maddox, 1992)

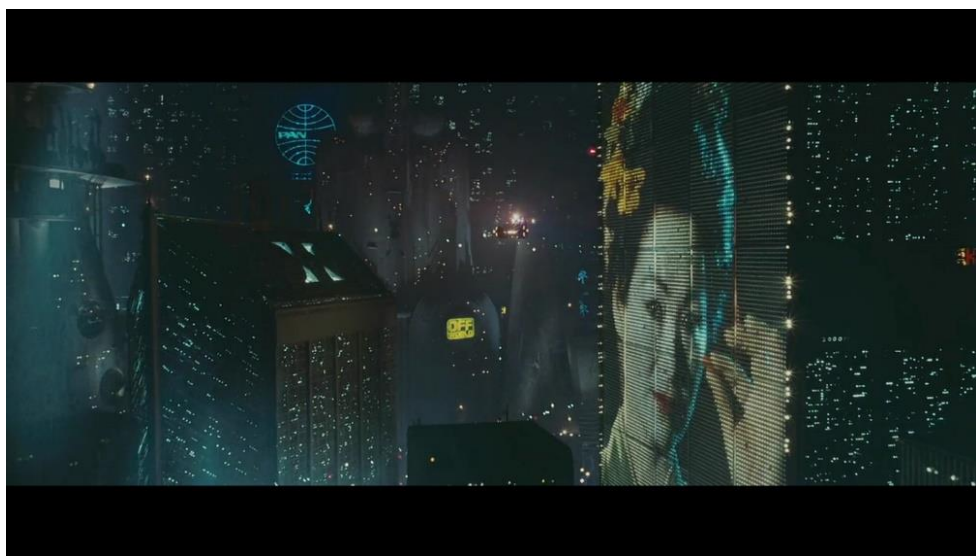
To understand cyberpunk in cinema, *Blade Runner* is one of the best examples. The world of *Blade Runner* is a near-future world. Animals are artificially created and real animals are nearly extinct. Different religions, languages, races, and cultures are gathered in a single gigantic city, which is Los Angeles. The city of *Blade Runner* is different from today’s Los Angeles. With its gigantic skyscrapers and air pollution, seeing the daylight is impossible in the city. Huge skyscrapers have always been a big part of cyberpunk works. The roots of cyberpunk and science fiction in movies go back to German director Fritz Lang’s film *Metropolis* (1927) which is considered as the first dystopic science fiction movie. In the city of *Metropolis*, the growth of the city is also in a vertical way. This vertical growth similarly shows the class antagonisms in the city. There are proletarian depths where working-class lives and the high city of light inhabited by privileged classes. In the movie, several can be seen that describes this situation directly can be seen: “And where are the people ... whose hands built your city?” “Where they belong ... in the depth.” (Milner, 2004).

In sci-fi movies, the science-fictional “experience of the future” comes from “experience of the city” (Milner, 2004). The city works similarly in *Blade Runner*. On the street level, the working-class mostly consists of immigrants from the Far East as well as the Middle East and Africa. The city’s architecture is also a mixture in addition to its population. Futuristic designs and gothic architecture can be seen side by side in this city. The city is a big spatial pastiche with its big Chinatowns and Orientalism (Bruno, 1987). The world of *Blade Runner* has a big population and a growing problem due to mass migration to big cities. The façades of massive skyscrapers are used for advertisement tools. One of the ads, a Japanese geisha who encourages people to take birth control pills, can be seen in Figure (2.4). Even though the center of the city has a population problem, parts that became suburbs of the city are empty. Genetic designer Sebastian lives in one of those areas, he lives in an early 20<sup>th</sup>-century apartment that only he lives in. Leaving the old

buildings of the city empty and preferring to live in skyscrapers with thousands of others, is the perfect symbolism for narrating cyberpunk cities, preferring new instead of old, even though the old one has more potential. When moved forward to the movie's sequel *Blade Runner 2049* (2017) by Denis Villeneuve, the worst condition for people who live in the corridors of apartments can be seen. Even corridors of new buildings are better than living the old way. When the upper, richer parts of the city, where people can access sunlight are observed, rich people who own big companies which rule the world can be seen. The dense and narrow roads of the depths are left behind; the upper class can reach the sunlight and enjoys a comfortable zone. The difference in the cityscape directly shows us the class difference like Metropolis did in 1927. Upper-class are in their Ziggurat-like buildings on the top of the common folk, like gods. Most of the upper-class people even left the earth for a better one.

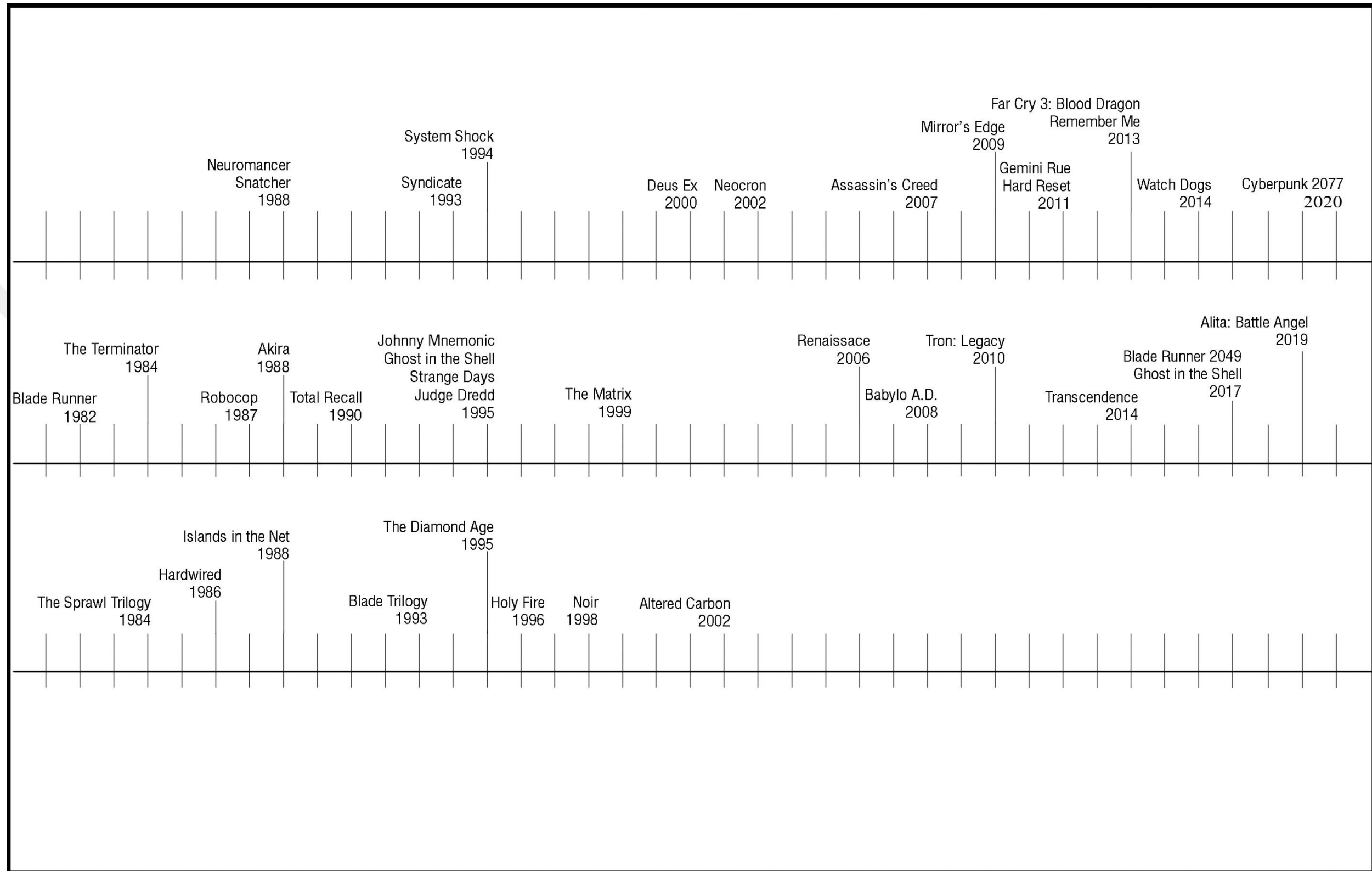
Mega-corporations like Tyrell Corp, which produce replicants in *Blade Runner*, are powerful because of their technology and information, which are also protected by private security forces. On the other hand, cities deal with illegal trades, gangs, drugs, and vice. In between all of this are politics and corruption. Cyberpunk can be easily summarized as "High tech, low life." In Table (2.2) a timeline of Cyberpunk games movies and books can be observed.

**Figure 2.4: Skyline from Movie *Blade Runner* (1982)**



Source: *Blade Runner* (1982) [Movie]

**Table 2.2: Timeline of Cyberpunk Games, Movies & Books**





### 2.1.3 Cyberpunk in Cities: Utopias & Dystopias

Throughout the history of literature, mankind wrote and created lots of fictional worlds. Some of them represented a better and high-quality environment, which are utopias; and some represented a dark, violent, or problematic environment, which are dystopias. The word utopia comes from the Greek word *outopos* which means ‘no place’ or ‘nowhere’ and *eutopos* which means a ‘good place’. It is a play with words that can be summarized as a good place that cannot be found. In 1516, Thomas More (1477 – 1535), who was a Renaissance humanist, wrote the first utopia called ‘*A little, true book, both beneficial and enjoyable, about how things should be in the new island Utopia*’. In his book, he imagined a complex, self-contained world set on an island, in which communities shared a common culture and way of life. He defined systems of punishment, social hierarchy, agriculture, and education, as well as customs like marriage, dressing, and death. Many aspects of More's description of Utopia were reminiscent of life in monasteries (Davis, 1983). The City of the Sun (1602) by Thomas Campanella, The New Atlantis (1626) and Solomon’s House (1627) by Francis Bacon, and A Modern Utopia (1905) by H. G. Wells are considered as other utopic literature works.

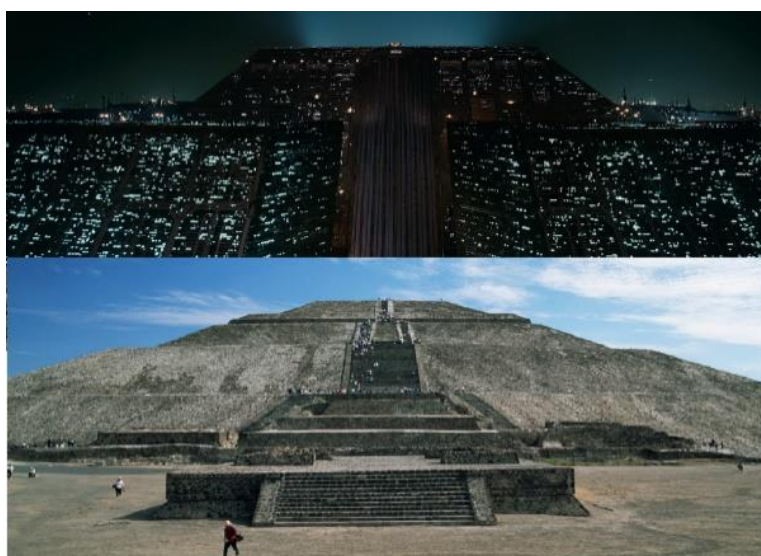
After the enlightenment and the industrial revolution, the world began to change and ideas of utopia started to give its place to dystopias. Dystopia is the exact contrary of utopias and means a bad place to live in. Dystopias are often characterized by dehumanization, tyrannical governments, environmental disaster, or other characteristics associated with a cataclysmic decline in society. Dystopian societies appear in many fictional works and artistic representations with stories particularly set in the future. Some of the most famous examples are Nineteen Eighty-Four (1949) by George Orwell, Brave New World (1932) by Aldous Huxley, and Fahrenheit 451 (1953) by Ray Bradbury. Dystopian societies appear in many sub-genres of fiction (one of those is cyberpunk) and are often used to draw attention to society, environment, politics, economics, religion, psychology, ethics, science, or technology. Some authors use the term to refer to existing societies, many of which are or have been totalitarian states or societies in an advanced state of collapse.

In both utopic and dystopic works, architecture, buildings, and the city are one of the main elements of narration. In sci-fi movies, the science-fictional “experience of the future” comes from “experience of the city” (Milner, 2004). However huge buildings and

mankind's wish to reach the top of the sky is not a new idea. The first known tower made by human beings is the Tower of Jericho. It was built in the Pre-Pottery Neolithic age, around 8000 BCE, in West Bank, in modern-day Israel. It was built to defend people from the summer solstice, like a symbolic shield against darkness (Watson, 2011). Other early structures that create a sense of height are Ziggurats in the Mesopotamia, Middle-East. They were built between 3000 BCE to 500 BCE to be closer to gods and heaven (Tristram, 2019) like Mayan temples in Central America. As mentioned in the previous chapters, this kind of Ziggurat structure is the inspiration for many science fiction movies, like Tyrell Corp's building in Blade Runner (1982) and a giant city in Metropolis (1927). This comparison can be seen in Figure (2.5).

With the industrial revolution and creation of cast iron, the trend to build higher began once more and this trend continued throughout all 20<sup>th</sup> century, firstly in cities like New York, Chicago, and then all around the world. With these developments the change in the cities became irresistible. In his book *The Metropolis and Mental Life* (1903), sociologist Georg Simmel stated that to live in a metropole, a person should leave all its past habits behind and adopt new ones (Simmel, 1903). These ideas of leaving the past behind were told in a much more violent way in Marinetti's *The Manifesto of Futurism* (Marinetti, 1909). In ancient times, towers were built to be closer to the gods, however with capitalism, people replaced gods themselves and they deserve to live in these enormous buildings.

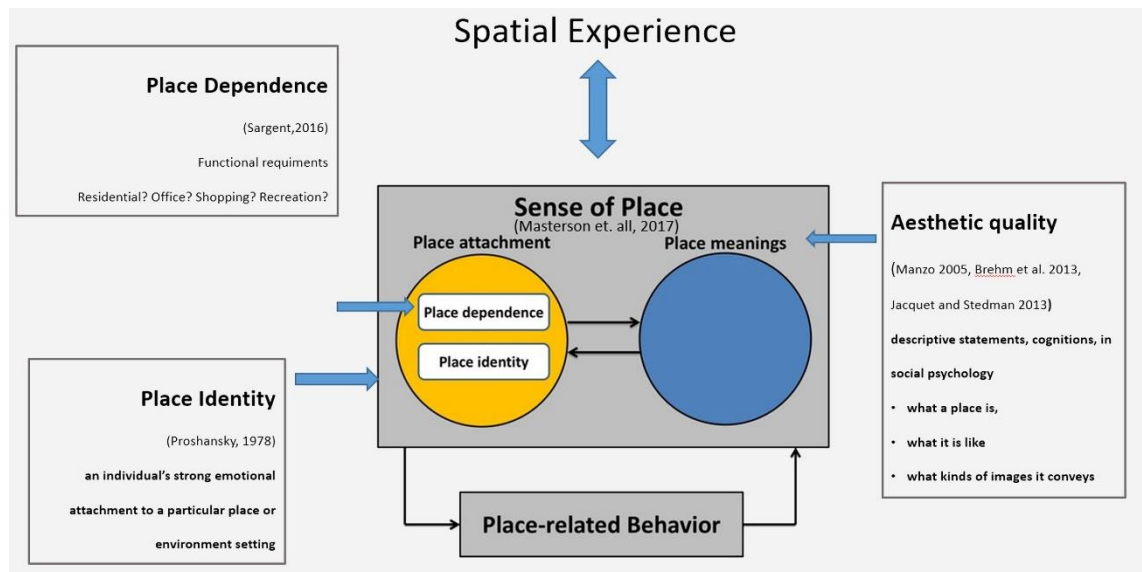
**Figure 2.5: Tyrell Corp. Building (Blade Runner) and a Mayan Temple**



### 3. A CASE STUDY: MEASURING AESTHETIC QUALITIES OF WEST-ATAŞEHİR DISTRICT

It is the experience of people that creates a sense of place in a built environment. The sense of place is the feeling or perception people have regarding the environment and it can be divided into two piles: Firstly, place attachment (Table 3.1) which involves place dependence and place identity. Place dependence defines the functional requirements of the place whether, for example, it is a residential area or an office. Place identity, on the other hand, is defined by individuals. It contains individual emotions and attachments to a place. The second part of the sense of place is place meanings. They are the aesthetic quality of a place, which are based on the psycho-cognitive approach and defined by descriptive statements such as “what a place is?”, “what it is like?” and “what kind of images it conveys?” (Masterson et. All, 2017). Aesthetic quality is an initial component for the sense of place and this study only analyzes the aesthetic quality of sense of place with place meanings. None of the participants of the study have a connection with the West-Ataşehir district. Thus, the study has participants who do not have any place attachments to the area. This renders it more likely to receive rather accurate outcomes from the survey which only operates with place meanings while looking into the sense of place.

**Table 3.1: The Relationships Among key Sense of Place Concepts**



Source: Bostanci and Girginkaya Akdağ, 2019

Hence, the three hypotheses of this thesis are to discover the relationships between recently-built futuristic environments and its beholders' thought regarding the aesthetic qualities of place meanings:

**H1:** Those who are already adapted to science fiction culture are quite open to living within futuristic environments, such as Ataşehir.

**H2:** The aesthetic quality, thus the aesthetic perception of futuristic environments is high for their visitors.

**H3:** There is a remarkable difference between those who are keen on classical and contemporary architecture in terms of their aesthetic perception of futuristic architecture.

### **3.1 PILOT AREA DEFINITION**

Ataşehir is a district located in the Anatolian side of Istanbul, between E-6 and TEM highways, but it is a satellite urbanization project of the 1990s which is inspired from Ataköy and Bahçeşehir. The eastern part of the satellite town is finished in the late 1990s. Low rise apartment buildings with large floor areas and garden use were designed for high-income groups. In time the land rates got higher that resulted in a construction boom in the early 2000s. Ataşehir had the biggest growth rate on land prices when compared to nearby areas in the early to late 2000s (Topçu, 2013). The slums and informal settlements around the area converted to high rise residential buildings changing the entire character and life quality of the low-income groups. The acknowledgment of transformation of West-Ataşehir to a financial district beginning after 2010 has triggered futuristic design projects which are the main focus of this research. The western part which contains high-rise gated communities is still developing since the 2000s.

Besides its importance as a satellite town, Ataşehir became an important business space and a finance center later on with the growth of the city and an increase of the population around the area. Today, Ataşehir has an area of 26 km<sup>2</sup> and a population of around 450.000 people. Its population is still growing due to urban transformation projects (Sinirlioğlu, 2018).

The area selected for the study is currently a developing part of Istanbul in Barbaros District which is located in West-Ataşehir. It includes large amounts of mass housing, office building, and shopping center projects, and is being transformed to be the new financial district of Istanbul. The area is around 1 km square and divided by a major highway of Istanbul (E6) which divides it into two separate zones as business and residential areas.

### **3.2 METHODOLOGY**

The focus of the present study is on defining linkages between futuristic features of a new built environment and dimensions of meaning associated with designers' shared city character image. A case study is executed for West-Ataşehir district, which is a newly built area in Istanbul. Two surveys were handed to 100 people, including designers and non-designers aged between 22-68, about their conceptions of the environmental quality in Ataşehir and its associated physical features (buildings, green areas, streetscape, and skyline). 65 of those people were replied and 58 of them were found suitable for evaluation. Semantic descriptions used in constructing the rating scales and identification of specific building features used as stimuli in the study were collected from previous research (Green, 1999). All data collected will be assessed and interpreted with Statistical Package for the Social Sciences (SPSS).

Participants are 53,4 percent female, 46,6 percent male; 81 percent Turkish, 19 percent other; 51,7 percent between ages of 20-25, 48,3 percent between ages of 25-30. 51,7 percent of them have a design degree and 48,3 percent are from other disciplines. They are 57,6 percent undergraduate and 42,4 percent graduate level. 39,7 percent of them have never been in Ataşehir and 60,3 percent of them have been in Ataşehir at least once. 76 percent of the participants are from Istanbul Bahçeşehir University (Appendix – 1).

Initially, participants' familiarity with futuristic architectural style was detected using an aesthetic scale evaluation ( Mastandrea Bartoli and Carrus, 2011) five photos from futuristic buildings dating between 1997 to 2006, were shown. They were expected to rate them on a 7-point Likert-scale in terms of their familiarity with these futuristic buildings. According to the SPSS analysis, participants were divided into three main

groups, which were: familiar to futuristic architecture, neutral to futuristic architecture, and unfamiliar to futuristic architecture.

Afterward, a total of 24 photos of Ataşehir were shown to participants in four main groups including group 1: Apartment, finance, skyscrapers, shopping, mosque, stadium, construction site, municipality; group 2: Tree, exotic tree, unused greenery, parks; group 3: Traffic lights, cranes, pedestrian road, highway, atm, café, restaurant, overpass, stairs, vehicle roads, bus stop; group 4: Silhouette. These photos can be seen in Table (3.2). Results are evaluated according to a set of 21 bi-polar, seven-point adjective rating scales defined by previous research (Craik, 1972 and Kasmar, 1988).

This survey has 42 different adjectives with 21 negatives and 21 positives:

**Table 3.2: Adjective Pairs of the Survey**

Beautiful – Ugly	With Charm - Without Charm	Safe – Unsafe
Inviting – Uninviting	Healthy – Unhealthy	Living – Lifeless
Distinctive – Ordinary	Peaceful – Hectic	Stimulating – Unstimulating
Interesting – Boring	Varied – Monotonous	Familiar – Strange
Relaxed – Stressful	Friendly – Unfriendly	Complex – Simple
Natural - Man-made	Comfortable – Uncomfortable	Plain – Ornate
Pleasant – Unpleasant	Open – Closed	Excited – Depressed

*Source:* Green, 1999

These adjectives were taken from the reference study of this case, conducted by Ray Green (Green, 1999).

Among all these adjectives, dimensions of meaning that are most highly associated with Ataşehir’s current spatial character are detected. From the rating scale data, a Multi-dimensional Scale Analysis (MDS) was derived.

Finally based on subjects’ familiarity/unfamiliarity to futuristic architecture, perception of different environmental features and forms, including skyscraper, mosque, apartment block, and silhouette are discussed.

Figure 3.1: Apartments (Group 1)		Figure 3.7: Stadium (Group 1)		Figure 3.13: Cranes (Group 1)		Figure 3.19: Café (Group 3)	
Figure 3.2: Municipality Building (Group 1)		Figure 3.8: Construction Site (Group 1)		Figure 3.14: Vehicle Road (Group 3)		Figure 3.20: Restaurant (Group 3)	
Figure 3.3: Finance Center (Group 1)		Figure 3.9: Unused Grass Area (Group 2)		Figure 3.15: Bus Stop (Group 3)		Figure 3.21: Park (Group 2)	
Figure 3.4: Skyscraper (Group 1)		Figure 3.10: Natural Tree (Group 2)		Figure 3.16: Pedestrian Walkway (Group 3)		Figure 3.22: Overpass (Group 3)	
Figure 3.5: Shopping Mall (Group 1)		Figure 3.11: Exotic Tree (Group 2)		Figure 3.17: Highway (Group 3)		Figure 3.23: Stairs & Ramps (Group 3)	
Figure 3.6: Mosque (Group 1)		Figure 3.12: Traffic Light (Group 2)		Figure 3.18: Atms (Group 3)		Figure 3.24: Silhouette (Group 4)	

#### 4. FINDINGS

This section will explain and interpret results from SPSS which was used to analyze the survey data. People who live in a big city, being an architect (51 percent) or not, (49 percent), are found to be quite familiar with a surrounding like West-Ataşehir (60 percent). After the familiarity with the contemporary architecture survey (see. APPENDIX-2), it was found that among 58 participants; 7 were familiar, 18 were neutral and 33 were unfamiliar to contemporary architecture. However, there was no significant difference found among them according to the aesthetic evaluation survey in West-Ataşehir (see. APPENDIX-3).

This study was a cross-sectional study. The data obtained through the questionnaire were analyzed on the computer using IBM SPSS Statistics 24.0 version. In the study, the significance level was taken as  $\alpha = 0.05$ . It was tested whether the distribution of the data was normal to test the hypotheses and to determine which test was suitable for the study. Kolmogorov-Smirnov and Shapiro-Wilk normal distribution tests in the SPSS program were performed. As a result of these tests, it was determined that the data provided normal distribution ( $p > 0.05$ ). Parametric methods requiring normal distribution were used in the analyzes. In the study, the ANOVA test which was suitable for group differences of 3 and above was used in the group difference analysis.


Cronbach Alpha, Split, Parallel, Absolute Parallel tests were used to determine the reliability of the questionnaire. Cronbach's Alpha value exceeding 70 percent is indicative of survey success. In some studies, the success criterion of this value was related to exceeding the 75 percent level. A score above 70 percent was achieved in all the criteria discussed in the study, and it was concluded that the questionnaire was reliable in terms of internal consistency and inferences. As a result of the reliability analysis of the survey; Cronbach-Alpha = 0.894, Parallel = 0.895, Strict = 0.894 values were given.

In the survey, there was a total of twenty-four different photos. For all 21 bipolar adjective groups of the survey (see. p. 17), these twenty-four photos (see. p. 19) were analyzed by their given points by participants. For every adjective group, participants were asked to give a point to those pictures between 1 to 7 in the Likert scale being 1, the negative




adjective and 7, the positive adjective (see. APPENDIX-4). In this section, tables were created to show the points of every picture for every adjective couple. The number seen in the tables are average point given to the pictures for the present adjective couple by the participants of the survey. The numbers marked in grey are the top and the numbers marked in pink are the bottom three points given to each of the pictures in the survey.

**Table 4.1: Average points given to the Apartments in West-Ataşehir**

Apartments	
	
Without Charm - With Charm	1,914
Unhealthy - Healthy	3,034
Hectic - Peaceful	3,086
Monotonous - Varied	1,793
Unfriendly - Friendly	2,569
Uncomfortable - Comfortable	3,207
Closed - Open	2,672
Unsafe - Safe	4,172
Lifeless - Living	2,793
Unstimulating - Stimulating	2,155
Strange - Familiar	5,621
Simple - Complex	2,103
Ornate - Plain	5,655
Depressed - Excited	1,983
Ugly - Beautiful	2,224
Uninviting - Inviting	2,103
Ordinary - Distinctive	1,948
Boring - Interesting	1,879
Stressful - Relaxed	2,707
Man-made - Natural	1,569
Unpleasant - Pleasant	2,431


The apartments got the highest points in plain (5,655), familiar (5,621) and safe (4,172); and the lowest points in natural (1,569), varied (1,793) and charming (1,914) categories among adjectives describing the built environment in West-Ataşehir (see. Table 4.1).

**Table 4.2: Average points given to the Finance Center in West-Ataşehir**

Finance Center			
			
Ugly - Beautiful	3,828	Without Charm - With Charm	3,879
Uninviting - Inviting	3,586	Unhealthy - Healthy	3,086
Ordinary - Distinctive	4,207	Hectic - Peaceful	2,966
Boring - Interesting	4,086	Monotonous - Varied	4,241
Stressful - Relaxed	2,724	Unfriendly - Friendly	3,638
Man-made - Natural	1,810	Uncomfortable - Comfortable	3,500
Unpleasant - Pleasant	3,690	Closed - Open	3,328
		Unsafe - Safe	4,172
		Lifeless - Living	3,517
		Unstimulating - Stimulating	3,707
		Strange - Familiar	4,207
		Simple - Complex	4,345
		Ornate - Plain	3,655
		Depressed - Excited	3,690


The finance center got the highest points in complex (4,345), varied (4,241) and familiar (4,207); and the lowest points in natural (1,810), relaxed (2,724) and peaceful (2,966) categories among adjectives describing the built environment in West-Ataşehir (see. Table 4.2).

**Table 4.3: Average points given to the Skyscraper in West-Ataşehir**

Skyscraper			
			
Ugly - Beautiful	3,810	Without Charm - With Charm	3,534
Uninviting - Inviting	3,397	Unhealthy - Healthy	3,138
Ordinary - Distinctive	4,224	Hectic - Peaceful	2,793
Boring - Interesting	3,966	Monotonous - Varied	3,500
Stressful - Relaxed	2,983	Unfriendly - Friendly	3,034
Man-made - Natural	1,638	Uncomfortable - Comfortable	3,638
Unpleasant - Pleasant	3,328	Closed - Open	3,241
		Unsafe - Safe	4,017
		Lifeless - Living	3,034
		Unstimulating - Stimulating	3,621
		Strange - Familiar	4,672
		Simple - Complex	4,207
		Ornate - Plain	4,190
		Depressed - Excited	3,621


The skyscraper got the highest points in familiar (4,672), distinctive (4,224) and complex (4,207); and the lowest points in natural (1,638), peaceful (2,793) and relaxed (2,983) categories among adjectives describing the built environment in West-Ataşehir (see. Table 4.3).

**Table 4.4: Average points given to the Shopping Mall in West-Ataşehir**

Shopping Mall			
			
Ugly - Beautiful	2,086	Without Charm - With Charm	2,069
Uninviting - Inviting	2,190	Unhealthy - Healthy	2,586
Ordinary - Distinctive	1,914	Hectic - Peaceful	2,828
Boring - Interesting	1,983	Monotonous - Varied	2,172
Stressful - Relaxed	2,517	Unfriendly - Friendly	2,810
Man-made - Natural	1,672	Uncomfortable - Comfortable	3,052
Unpleasant - Pleasant	2,328	Closed - Open	2,828
		Unsafe - Safe	3,793
		Lifeless - Living	2,914
		Unstimulating - Stimulating	2,621
		Strange - Familiar	5,207
		Simple - Complex	2,655
		Ornate - Plain	4,655
		Depressed - Excited	2,466


The shopping mall got the highest points in familiar (5,207), plain (4,655) and safe (3,793); and the lowest points in natural (1,672), distinctive (1,914) and interesting (1,983) categories among adjectives describing the built environment in West-Ataşehir (see. Table 4.4).

**Table 4.5: Average points given to the Mosque in West-Ataşehir**

Mosque			
			
Ugly - Beautiful	4,017	Without Charm - With Charm	3,655
Uninviting - Inviting	3,690	Unhealthy - Healthy	3,931
Ordinary - Distinctive	2,810	Hectic - Peaceful	4,397
Boring - Interesting	3,362	Monotonous - Varied	3,103
Stressful - Relaxed	4,017	Unfriendly - Friendly	3,552
Man-made - Natural	2,138	Uncomfortable - Comfortable	3,810
Unpleasant - Pleasant	3,466	Closed - Open	3,500
		Unsafe - Safe	4,414
		Lifeless - Living	3,500
		Unstimulating - Stimulating	3,655
		Strange - Familiar	5,810
		Simple - Complex	3,793
		Ornate - Plain	3,534
		Depressed - Excited	3,569


The Mosque got the highest points in familiar (5,810), safe (4,414) and peaceful (4,397); and the lowest points in natural (2,138), distinctive (2,810) and varied (3,103) categories among adjectives describing the built environment in West-Ataşehir (see. Table 4.5).

**Table 4.6: Average points given to the Stadium in West-Ataşehir**

Stadium			
			
Ugly - Beautiful	3,603	Without Charm - With Charm	3,328
Uninviting - Inviting	3,724	Unhealthy - Healthy	3,586
Ordinary - Distinctive	3,328	Hectic - Peaceful	3,569
Boring - Interesting	3,466	Monotonous - Varied	3,310
Stressful - Relaxed	3,846	Unfriendly - Friendly	3,845
Man-made - Natural	2,172	Uncomfortable - Comfortable	3,552
Unpleasant - Pleasant	3,448	Closed - Open	3,552
		Unsafe - Safe	3,948
		Lifeless - Living	3,466
		Unstimulating - Stimulating	3,466
		Strange - Familiar	5,034
		Simple - Complex	3,414
		Ornate - Plain	4,276
		Depressed - Excited	3,914


The Stadium got the highest points in familiar (5,034), complex (4,276) and excited (3,914); and the lowest points in natural (2,172), distinctive (3,328) and charming (3,328) categories among adjectives describing the built environment in West-Ataşehir (see. Table 4.6).

**Table 4.7: Average points given to the Construction Site in West-Ataşehir**

Construction Site			
			
Ugly - Beautiful	2,276	Without Charm - With Charm	2,121
Uninviting - Inviting	2,103	Unhealthy - Healthy	1,948
Ordinary - Distinctive	2,259	Hectic - Peaceful	1,897
Boring - Interesting	2,586	Monotonous - Varied	2,034
Stressful - Relaxed	1,810	Unfriendly - Friendly	2,052
Man-made - Natural	1,345	Uncomfortable - Comfortable	1,914
Unpleasant - Pleasant	2,069	Closed - Open	2,914
		Unsafe - Safe	2,207
		Lifeless - Living	2,276
		Unstimulating - Stimulating	2,724
		Strange - Familiar	5,224
		Simple - Complex	3,121
		Ornate - Plain	4,759
		Depressed - Excited	2,276


The Construction site got the highest points in familiar (5,224), plain (4,759) and complex (3,121); and the lowest points in peaceful (1,897), relaxed (1,810) and natural (1,345) categories among adjectives describing the built environment in West-Ataşehir (see. Table 4.7).

**Table 4.8: Average points given to the Municipality Building in West-Ataşehir**

Municipality Building			
		Without Charm - With Charm	2,069
		Unhealthy - Healthy	2,603
		Hectic - Peaceful	2,603
		Monotonous - Varied	2,190
		Unfriendly - Friendly	2,310
		Uncomfortable - Comfortable	2,638
		Closed - Open	2,259
		Unsafe - Safe	3,603
		Lifeless - Living	2,586
		Unstimulating - Stimulating	2,500
		Strange - Familiar	5,103
		Simple - Complex	2,552
		Ornate - Plain	4,310
		Depressed - Excited	2,155
Ugly - Beautiful	2,190		
Uninviting - Inviting	1,983		
Ordinary - Distinctive	2,069		
Boring - Interesting	1,966		
Stressful - Relaxed	2,500		
Man-made - Natural	1,672		
Unpleasant - Pleasant	2,172		


The Municipality building got the highest points in familiar (5,103), complex (4,310) and plain (3,603); and the lowest points in inviting (1,983), interesting (1,966) and natural (1,672) categories among adjectives describing the built environment in West-Ataşehir (see. Table 4.8).

**Table 4.9: Average points given to the Tree in West-Ataşehir**

Tree			
		Without Charm - With Charm	4,948
		Unhealthy - Healthy	6,172
		Hectic - Peaceful	6,034
		Monotonous - Varied	4,121
		Unfriendly - Friendly	5,741
		Uncomfortable - Comfortable	5,483
		Closed - Open	5,793
		Unsafe - Safe	5,759
		Lifeless - Living	6,086
		Unstimulating - Stimulating	4,845
		Strange - Familiar	6,310
		Simple - Complex	3,190
		Ornate - Plain	4,414
		Depressed - Excited	4,828
Ugly - Beautiful	5,569		
Uninviting - Inviting	5,103		
Ordinary - Distinctive	3,138		
Boring - Interesting	4,069		
Stressful - Relaxed	5,793		
Man-made - Natural	6,207		
Unpleasant - Pleasant	5,638		


The Tree got the highest points in familiar (6,310), natural (6,207) and healthy (6,172); and the lowest points in distinctive (3,138), complex (3,190) and interesting (4,069) categories among adjectives describing the built environment in West-Ataşehir (see. Table 4.9).

**Table 4.10: Average points given to the Exotic Tree in West-Ataşehir**

Exotic Tree			
			
Ugly - Beautiful	5,379	Without Charm - With Charm	5,138
Uninviting - Inviting	5,000	Unhealthy - Healthy	5,638
Ordinary - Distinctive	4,724	Hectic - Peaceful	5,552
Boring - Interesting	4,862	Monotonous - Varied	5,000
Stressful - Relaxed	5,397	Unfriendly - Friendly	5,603
Man-made - Natural	5,517	Uncomfortable - Comfortable	5,138
Unpleasant - Pleasant	5,000	Closed - Open	5,741
		Unsafe - Safe	5,448
		Lifeless - Living	5,810
		Unstimulating - Stimulating	5,017
		Strange - Familiar	5,121
		Simple - Complex	4,431
		Ornate - Plain	3,845
		Depressed - Excited	4,845


The Exotic tree got the highest points in living (5,810), open (5,741) and healthy (5,638); and the lowest points in plain (3,845), complex (4,431) and distinctive (4,724) categories among adjectives describing the built environment in West-Ataşehir (see. Table 4.10).

**Table 4.11: Average points given to the Unused Grass Area in West-Ataşehir**

Unused Grass Area			
			
Ugly - Beautiful	4,276	Without Charm - With Charm	3,672
Uninviting - Inviting	3,828	Unhealthy - Healthy	4,655
Ordinary - Distinctive	2,707	Hectic - Peaceful	4,517
Boring - Interesting	3,138	Monotonous - Varied	2,862
Stressful - Relaxed	4,155	Unfriendly - Friendly	4,293
Man-made - Natural	4,345	Uncomfortable - Comfortable	4,500
Unpleasant - Pleasant	4,155	Closed - Open	5,052
		Unsafe - Safe	4,483
		Lifeless - Living	4,172
		Unstimulating - Stimulating	3,672
		Strange - Familiar	5,345
		Simple - Complex	2,276
		Ornate - Plain	5,121
		Depressed - Excited	3,776


The Unused grass area got the highest points in familiar (5,345), plain (5,121) and open (5,052); and the lowest points in complex (2,276), distinctive (2,707) and varied (2,862) categories among adjectives describing the built environment in West-Ataşehir (see. Table 4.11).

**Table 4.12: Average points given to the Park and Greenery in West-Ataşehir**

Park and Greenery			
			
Ugly - Beautiful	4,793	Without Charm - With Charm	4,431
Uninviting - Inviting	4,655	Unhealthy - Healthy	5,310
Ordinary - Distinctive	3,759	Hectic - Peaceful	5,241
Boring - Interesting	4,172	Monotonous - Varied	3,948
Stressful - Relaxed	5,138	Unfriendly - Friendly	4,897
Man-made - Natural	4,776	Uncomfortable - Comfortable	5,017
Unpleasant - Pleasant	4,724	Closed - Open	5,500
		Unsafe - Safe	5,034
		Lifeless - Living	4,983
		Unstimulating - Stimulating	4,741
		Strange - Familiar	5,224
		Simple - Complex	3,086
		Ornate - Plain	4,603
		Depressed - Excited	4,655


Park and greenery got the highest points in open (5,500), healthy (5,310) and peaceful (5,241); and the lowest points in complex (3,086), distinctive (3,759) and varied (3,948) categories among adjectives describing the built environment in West-Ataşehir (see. Table 4.12).

**Table 4.13: Average points given to the Traffic Light in West-Ataşehir**

Traffic Light			
			
Ugly - Beautiful	2,259	Without Charm - With Charm	1,793
Uninviting - Inviting	2,034	Unhealthy - Healthy	2,724
Ordinary - Distinctive	1,500	Hectic - Peaceful	2,517
Boring - Interesting	1,603	Monotonous - Varied	1,845
Stressful - Relaxed	2,069	Unfriendly - Friendly	2,500
Man-made - Natural	1,448	Uncomfortable - Comfortable	2,603
Unpleasant - Pleasant	2,121	Closed - Open	3,897
		Unsafe - Safe	3,897
		Lifeless - Living	2,397
		Unstimulating - Stimulating	2,810
		Strange - Familiar	5,793
		Simple - Complex	1,914
		Ornate - Plain	5,328
		Depressed - Excited	2,190


Traffic light got the highest points in familiar (5,793), plain (5,328) and open (3,897); and the lowest points in natural (1,448), distinctive (1,500) and interesting (1,603) categories among adjectives describing the built environment in West-Ataşehir (see. Table 4.13).

**Table 4.14: Average points given to the Cranes in West-Ataşehir**

Cranes			
			
Ugly - Beautiful	2,172	Without Charm - With Charm	1,931
Uninviting - Inviting	1,897	Unhealthy - Healthy	2,052
Ordinary - Distinctive	2,052	Hectic - Peaceful	1,845
Boring - Interesting	2,310	Monotonous - Varied	2,414
Stressful - Relaxed	1,603	Unfriendly - Friendly	1,931
Man-made - Natural	1,224	Uncomfortable - Comfortable	1,914
Unpleasant - Pleasant	1,741	Closed - Open	3,052
		Unsafe - Safe	2,138
		Lifeless - Living	1,845
		Unstimulating - Stimulating	2,621
		Strange - Familiar	5,069
		Simple - Complex	3,276
		Ornate - Plain	4,776
		Depressed - Excited	2,362

Cranes got the highest points in familiar (5,069), plain (4,776) and complex (3,276); and the lowest points in natural (1,224), relaxed (1,603) and pleasant (1,741) categories among adjectives describing the built environment in West-Ataşehir (see. Table 4.14).


**Table 4.15: Average points given to the Pedestrian Walkway in West-Ataşehir**

Pedestrian Walkway			
			
Ugly - Beautiful	1,862	Without Charm - With Charm	1,603
Uninviting - Inviting	1,931	Unhealthy - Healthy	2,172
Ordinary - Distinctive	1,638	Hectic - Peaceful	2,362
Boring - Interesting	1,707	Monotonous - Varied	1,931
Stressful - Relaxed	2,052	Unfriendly - Friendly	2,224
Man-made - Natural	1,638	Uncomfortable - Comfortable	2,086
Unpleasant - Pleasant	1,983	Closed - Open	3,638
		Unsafe - Safe	2,586
		Lifeless - Living	2,207
		Unstimulating - Stimulating	2,448
		Strange - Familiar	5,569
		Simple - Complex	1,569
		Ornate - Plain	5,121
		Depressed - Excited	2,034

Pedestrian walkways got the highest points in familiar (5,569), plain (5,121) and open (3,638); and the lowest points in complex (1,569), charming (1,603) and distinctive (1,638) categories among adjectives describing the built environment in West-Ataşehir (see. Table 4.15).




**Table 4.16: Average points given to the Highway in West-Ataşehir**

Highway			
		Without Charm - With Charm	1,983
		Unhealthy - Healthy	2,190
		Hectic - Peaceful	1,983
		Monotonous - Varied	2,362
		Unfriendly - Friendly	2,310
		Uncomfortable - Comfortable	2,603
		Closed - Open	3,810
Ugly - Beautiful	2,586	Unsafe - Safe	2,621
Uninviting - Inviting	2,448	Lifeless - Living	2,897
Ordinary - Distinctive	2,155	Unstimulating - Stimulating	2,707
Boring - Interesting	2,276	Strange - Familiar	5,672
Stressful - Relaxed	1,948	Simple - Complex	2,586
Man-made - Natural	1,466	Ornate - Plain	5,069
Unpleasant - Pleasant	2,293	Depressed - Excited	2,328


The Highway got the highest points in familiar (5,672), plain (5,069) and open (3,810); and the lowest points in natural (1,466), charming (1,983) and relaxed (1,948) categories among adjectives describing the built environment in West-Ataşehir (see. Table 4.16)

**Table 4.17: Average points given to the ATMs in West-Ataşehir**

Atms			
		Without Charm - With Charm	1,810
		Unhealthy - Healthy	2,483
		Hectic - Peaceful	2,517
		Monotonous - Varied	1,914
		Unfriendly - Friendly	2,466
		Uncomfortable - Comfortable	2,621
		Closed - Open	3,586
Ugly - Beautiful	2,000	Unsafe - Safe	3,362
Uninviting - Inviting	2,328	Lifeless - Living	2,379
Ordinary - Distinctive	1,845	Unstimulating - Stimulating	2,569
Boring - Interesting	1,862	Strange - Familiar	5,586
Stressful - Relaxed	2,448	Simple - Complex	2,241
Man-made - Natural	1,310	Ornate - Plain	4,724
Unpleasant - Pleasant	2,121	Depressed - Excited	2,328


The ATMs got the highest points in familiar (5,586), plain (4,724) and open (3,586); and the lowest points in natural (1,310), charming (1,810) and distinctive (1,845) categories among adjectives describing the built environment in West-Ataşehir (see. Table 4.17).

**Table 4.18: Average points given to the Café in West-Ataşehir**

Café			
			
Ugly - Beautiful	3,103	Without Charm - With Charm	2,810
Uninviting - Inviting	3,276	Unhealthy - Healthy	3,569
Ordinary - Distinctive	2,552	Hectic - Peaceful	3,483
Boring - Interesting	2,672	Monotonous - Varied	2,672
Stressful - Relaxed	3,845	Unfriendly - Friendly	3,517
Man-made - Natural	2,017	Uncomfortable - Comfortable	3,586
Unpleasant - Pleasant	3,121	Closed - Open	3,828
		Unsafe - Safe	4,207
		Lifeless - Living	4,121
		Unstimulating - Stimulating	3,328
		Strange - Familiar	5,414
		Simple - Complex	2,621
		Ornate - Plain	4,638
		Depressed - Excited	3,293


The Café got the highest points in familiar (5,414), plain (4,638) and safe (4,207); and the lowest points in natural (2,017), distinctive (2,552) and complex (2,621) categories among adjectives describing the built environment in West-Ataşehir (see. Table 4.18).

**Table 4.19: Average points given to the Restaurant in West-Ataşehir**

Restaurant			
			
Ugly - Beautiful	2,793	Without Charm - With Charm	2,672
Uninviting - Inviting	2,724	Unhealthy - Healthy	3,483
Ordinary - Distinctive	2,362	Hectic - Peaceful	3,224
Boring - Interesting	2,500	Monotonous - Varied	2,586
Stressful - Relaxed	3,362	Unfriendly - Friendly	3,259
Man-made - Natural	2,034	Uncomfortable - Comfortable	3,517
Unpleasant - Pleasant	2,776	Closed - Open	3,483
		Unsafe - Safe	4,034
		Lifeless - Living	3,621
		Unstimulating - Stimulating	3,086
		Strange - Familiar	5,345
		Simple - Complex	2,534
		Ornate - Plain	4,155
		Depressed - Excited	3,017


The Restaurant got the highest points in familiar (5,345), plain (4,155) and safe (4,034); and the lowest points in natural (2,034), distinctive (2,362) and complex (2,534) categories among adjectives describing the built environment in West-Ataşehir (see. Table 4.19).

**Table 4.20: Average points given to the Overpass in West-Ataşehir**

Overpass			
		Without Charm - With Charm	1,845
		Unhealthy - Healthy	2,621
		Hectic - Peaceful	2,500
		Monotonous - Varied	1,914
		Unfriendly - Friendly	2,414
		Uncomfortable - Comfortable	2,672
		Closed - Open	3,121
Ugly - Beautiful	2,241	Unsafe - Safe	3,328
Uninviting - Inviting	2,155	Lifeless - Living	2,259
Ordinary - Distinctive	2,034	Unstimulating - Stimulating	2,379
Boring - Interesting	1,983	Strange - Familiar	4,948
Stressful - Relaxed	2,259	Simple - Complex	1,845
Man-made - Natural	1,466	Ornate - Plain	4,707
Unpleasant - Pleasant	2,190	Depressed - Excited	2,086


The Overpass got the highest points in familiar (4,948), plain (4,707) and safe (3,328); and the lowest points in natural (1,466), charming (1,845) and complex (1,845) categories among adjectives describing the built environment in West-Ataşehir (see Table 4.20).

**Table 4.21: Average points given to the Stairs and Ramps in West-Ataşehir**

Stairs and Ramps			
		Without Charm - With Charm	3,603
		Unhealthy - Healthy	4,293
		Hectic - Peaceful	4,138
		Monotonous - Varied	3,414
		Unfriendly - Friendly	4,172
		Uncomfortable - Comfortable	4,224
		Closed - Open	5,052
Ugly - Beautiful	4,172	Unsafe - Safe	4,586
Uninviting - Inviting	3,983	Lifeless - Living	3,914
Ordinary - Distinctive	3,414	Unstimulating - Stimulating	3,897
Boring - Interesting	3,707	Strange - Familiar	5,121
Stressful - Relaxed	3,983	Simple - Complex	2,741
Man-made - Natural	2,793	Ornate - Plain	4,741
Unpleasant - Pleasant	3,810	Depressed - Excited	3,655


The Stairs and ramps got the highest points in familiar (5,121), open (5,052) and plain (4,741); and the lowest points in complex (2,741), natural (2,793) and varied (3,414) categories among adjectives describing the built environment in West-Ataşehir (see Table 4.21).

**Table 4.22: Average points given to the Vehicle Road in West-Ataşehir**

Vehicle Road			
		Without Charm - With Charm	1,569
		Unhealthy - Healthy	1,983
		Hectic - Peaceful	1,810
		Monotonous - Varied	1,724
		Unfriendly - Friendly	1,966
		Uncomfortable - Comfortable	2,000
		Closed - Open	3,690
		Unsafe - Safe	2,621
Ugly - Beautiful	1,828	Lifeless - Living	2,466
Uninviting - Inviting	1,741	Unstimulating - Stimulating	2,345
Ordinary - Distinctive	1,603	Strange - Familiar	5,362
Boring - Interesting	1,621	Simple - Complex	2,362
Stressful - Relaxed	1,655	Ornate - Plain	4,931
Man-made - Natural	1,328	Depressed - Excited	1,845
Unpleasant - Pleasant	1,776		


The Vehicle road got the highest points in familiar (5,362), plain (4,931) and open (3,690); and the lowest points in natural (1,328), charming (1,569) and distinctive (1,603) categories among adjectives describing the built environment in West-Ataşehir (see. Table 4.22).

**Table 4.23: Average points given to the Bus Stop in West-Ataşehir**

Bus Stop			
		Without Charm - With Charm	2,672
		Unhealthy - Healthy	3,362
		Hectic - Peaceful	3,155
		Monotonous - Varied	2,379
		Unfriendly - Friendly	3,155
		Uncomfortable - Comfortable	3,259
		Closed - Open	4,293
		Unsafe - Safe	3,741
Ugly - Beautiful	3,017	Lifeless - Living	3,121
Uninviting - Inviting	3,155	Unstimulating - Stimulating	2,948
Ordinary - Distinctive	2,138	Strange - Familiar	5,172
Boring - Interesting	2,397	Simple - Complex	1,931
Stressful - Relaxed	3,259	Ornate - Plain	4,966
Man-made - Natural	2,000	Depressed - Excited	2,966
Unpleasant - Pleasant	2,948		

The Bus stop got the highest points in familiar (5,172), plain (4,966) and open (4,293); and the lowest points in distinctive (2,138), natural (2,000) and complex (1,931) categories among adjectives describing the built environment in West-Ataşehir (see. Table 4.23).

**Table 4.24: Average points given to the Silhouette in West-Ataşehir**

Silhouette	
	
Ugly - Beautiful	2,569
Uninviting - Inviting	2,500
Ordinary - Distinctive	3,086
Boring - Interesting	2,862
Stressful - Relaxed	2,379
Man-made - Natural	1,862
Unpleasant - Pleasant	2,431
Without Charm - With Charm	2,448
Unhealthy - Healthy	2,448
Hectic - Peaceful	2,224
Monotonous - Varied	3,724
Unfriendly - Friendly	2,517
Uncomfortable - Comfortable	2,552
Closed - Open	3,310
Unsafe - Safe	3,000
Lifeless - Living	3,241
Unstimulating - Stimulating	3,069
Strange - Familiar	4,483
Simple - Complex	4,138
Ornate - Plain	3,862
Depressed - Excited	2,810

Silhouette got the highest points in familiar (4,483), complex (4,138), and plain (3,862); and the lowest points natural (1,862), peaceful (2,224) and relaxed (2,379) categories among adjectives describing the built environment in West-Ataşehir (see. Table 4.24).

## 5. DISCUSSION

In this section, futuristic features, which are stimuli of visual quality, in the newly built environment in West-Ataşehir will be discussed upon their ratings of semantic descriptions. The analysis of visual quality for each category including buildings, the landscape, the streetscape, and the silhouette, will reveal impacts on configuring the sense of place for such a futuristic environment.







### 5.1 GROUP 1: BUILDINGS

In the survey, eight different categories of buildings were rated for 21 bipolar evaluation adjectives and the results were analyzed with SPSS. For each adjective group, participants were asked to grade given building images from 1 to 7 on the Likert scale (1 being the most negative and 7 being the positive adjective). The averages for each building were calculated. In the following tables, for each adjective couple, the top and bottom three buildings are given.

In most of the adjective pairs, there was no significant difference between the buildings. Exceptions were: hectic – peaceful, monotonous – varied, simple – complex, depressed – excited, ordinary – distinctive, boring – interesting, ugly – beautiful.

#### Ugly – Beautiful

**Table 5.1: Top & Bottom Buildings for Ugly – Beautiful Adjectives**

Top 3		
		
Mosque	4,017	
Finance Center	3,828	
Skyscraper	3,810	
Bottom 3		
		
Shopping Mall	2,086	
Municipality Building	2,190	
Apartments	2,224	

The most beautiful building type according to the survey results appeared to be the mosque (see Table 5.1). The photo, shown to the participants, was the Mimar Sinan Mosque in Ataşehir. Even though it had been criticized by many for architectural mimicry







of other Mimar Sinan mosques (Batuman, 2016), it was still considered to be a beautiful building within the West Ataşehir’s futuristic environment. The fact that 80 percent of the participants in the survey were Muslims should also not be overlooked, for whom the mosque, with its spiritual value, carried other spatial meanings related to place attachment (dependence and identity) (see. Table 3.1). The mosque, additionally, appeared to be the most familiar building type (see Table 5.18).

Other buildings that were considered to be beautiful were the finance center and the skyscraper. Both buildings bear futuristic characteristics. It could be seen that participants fancy these contemporary structures more than the standard apartment blocks or eclectic buildings such as the shopping center or the municipality building. This also approved one of the hypotheses of this thesis: Aesthetic quality, thus the aesthetic perception of futuristic environments is high for their visitors.

According to the participants, the top three ugly building types were the shopping mall, the municipality building, and the apartments (see Table 5.1). Similar to most newly built environments, West-Ataşehir consisted of several mass housing projects with similar appearances. In big cities like Istanbul, apartment blocks were among the most regular building types hence people were quite familiar with them (see Table 5.18). Despite their familiarity, apartments were still considered to be among the ugliest buildings. This showed the need for enhancement in the visual quality of apartment blocks dominating the West- Ataşehir district.

### Uninviting – Inviting

**Table 5.2: Top & Bottom Buildings Uninviting – Inviting Adjectives**







Top 3		
		
Stadium		3,724
Mosque		3,690
Finance Center		3,586
Bottom 3		
		
Municipality Building		1,983
Construction Site		2,103
Apartments		2,103

Another result of the survey indicated that the stadium was the most inviting building type for the participants who were favoring sports. The mosque and the finance center followed it with close average points (see Table 5.2). Mosque was also selected as the most peaceful building in the survey (see Table 5.10), hence it was not surprising to find it among the most inviting building types.

According to Table 5.2, the municipality building was the most uninviting. This might be explained with its eclectic style, which was criticized by one of the participants to be an outdated style for such a newly built area. Apartments and construction sites were among the other uninviting building types (see Table 5.2) as well as the most familiar building types (see Table 5.18). Indeed, it was quite usual to see many construction sites in Istanbul, which had been experiencing a drastic urban transformation since the 2000s. Only participants who were architects (51.7 percent) did not agree with the uninviting look of the construction site, reasoning forms their professional perspective. Even still, the construction site found itself at the bottom. Besides being the least inviting (see Table 5.2), apartments were also the least beautiful building types (see Table 5.1). The reason could be explained with their ordinary looks which were incompatible with the futuristic characteristics of the West -Ataşehir district.

### Ordinary – Distinctive

**Table 5.3: Top & Bottom Buildings Ordinary – Distinctive Adjectives**

Top 3		
		
Skyscraper	4,224	
Finance Center	4,207	
Stadium	3,328	
Bottom 3		
		
Shopping Mall	1,914	
Apartments	1,948	
Municipality Building	2,069	

In this section, it became obvious that the form of a building was influential on the participants' perception of its distinctiveness. The skyscraper and finance center had organic forms with different coloring. They appeared to be distinctive in a city where it was hard to distinguish buildings from one another. The other distinctive building type









was the stadium. It had a rounded shape and it differed from the buildings around (see Table 5.3).

The most ordinary buildings were the municipality building, apartments, and the shopping mall. These three were also the ugliest building types for participants (see Table 5.1). Participants were mainly used to see these architectural typologies in the city, hence, they described them to be ordinary and ugly (see Table 5.1). This finding could mean that similar ordinary building typologies should be designed with more distinctive forms and visual characteristics to meet the aesthetic quality of futuristic environments.

### Boring – Interesting



**Table 5.4: Top & Bottom Buildings Boring – Interesting Adjectives**

Top 3		
		
Finance Center		4,086
Skyscraper		3,966
Stadium		3,466
Bottom 3		
		
Apartments		1,879
Municipality Building		1,966
Shopping Mall		1,983

The result of the boring – interesting evaluation pair (see. Table 5.4) was the same as the ordinary – distinctive pair (see. Table 5.3). For participants, ordinary and ugly buildings were also boring to see (see Table 5.1). Besides, distinctive buildings in the previous section were among the most interesting buildings for them. The skyscraper with its futuristic façade was remarkable for the participants and they found it interesting to look at.

## Stressful – Relaxed

**Table 5.5: Top & Bottom Buildings Stressful – Relaxed Adjectives**

			Top 3	
		Mosque	4,017	
		Stadium	3,845	
		Skyscraper	2,983	
			Bottom 3	
		Construction Site	1,810	
		Municipality Building	2,500	
		Shopping Mall	2,517	

The most relaxed type of buildings for the participants were mosque, stadium, and skyscraper (see. Table 5.5). For a substantially Muslim community, it was not surprising to see that the mosque was the most relaxing choice. The stadium, on the other hand, was in second place with a little difference from the mosque. The stadium appeared to be the most inviting building in the survey (see. Table 5.2). It looked like the stadiums were places where people gather to escape their everyday problems, watch a game, and relax. The mosque was the second most inviting building type. The similarity between these two was that people visit them both to relax.

Surprisingly in third place, the skyscraper appeared to be the third most relaxing building. This showed us that participants felt relaxed and they liked to be around this kind of futuristic buildings in a newly built area like West-Ataşehir. The reason might be the lack of interesting and inviting buildings. All the housing units in the area looked the same and one of the few different building types was the skyscraper of the area.







The most stressful type was the construction site. For most people, except architects who thought construction sites were interesting and inviting, the construction site was a stressful and dangerous place. Some of the participants claimed that seeing a construction site in the city makes them uncomfortable and stressful and Istanbul was full of them.

Other stressful buildings appeared to be the municipality building and shopping mall. Both were ordinary and boring building types according to the participants due to the monumental appearance of their neo-historicist styles. Stressful affairs of the

municipality buildings like bureaucratic requirements might play a role in participants' selections in this section.

### Man-made – Natural

**Table 5.6: Top & Bottom Buildings Man-made – Natural Adjectives**







Top 3		
		
Stadium		2,172
Mosque		2,138
Finance Center		1,810
Bottom 3		
		
Construction Site		1,345
Apartments		1,569
Skyscraper		1,638

Scores in this section were pretty close to 1 point which means man-made (see. Table 5.6). Yet still stadium, mosque, and finance center were the buildings closest to being natural for the participants. Perhaps it was because seeing a mosque, being in a stadium, or having to work in a finance center was so ordinary for them that these building types had become more and more natural for the participants.

The construction site was the least natural one with a point close to 1. Yet, the finished construction site might achieve a score that was closer to natural polar, as it may become the newest finance center of Istanbul.

## Unpleasant – Pleasant

**Table 5.7: Top & Bottom Buildings Unpleasant – Pleasant Adjectives**







Top 3		
		
Finance Center		3,690
Mosque		3,466
Stadium		3,448
Bottom 3		
		
Construction Site		2,069
Municipality Building		2,172
Shopping Mall		2,328

Similar to the previous man-made – natural (see. Table 5.6) comparison; the finance center, mosque, and stadium had become the most pleasant places to be in (see. Table 5.7). Stadium with its potential of entertainment, mosque with its relaxing and peaceful ground and finance center with its potential of occupation, had become the most pleasant place to be according to the survey.

Similar to the stressful – relaxed section, the bottom three were construction site, the municipality building, and shopping mall (see. Table 5.5). People found them stressful as well as unpleasant. Two of them, the municipality building and the shopping mall, were also found to be the ugliest building types (see. Table 5.1)

## Without Charm – With Charm

**Table 5.8: Top & Bottom Buildings Without Charm – With Charm Adjectives**







Top 3		
		
Finance Center		3,879
Mosque		3,655
Skyscraper		3,534
Bottom 3		
		
Apartments		1,914
Municipality Building		2,069
Shopping Mall		2,069

Contemporary buildings in the survey were situated be buildings with the most charm. This also demonstrates that most people enjoyed futuristic buildings and wanted them to be around. The mosque also appeared to be one of the most charming buildings in the survey (see. Table 5.8).

Apartments came out to be the least charming building type. This could derive from apartments being the most common building type in our daily life, thus, naturally lost its charm. Municipality building and shopping mall were also in the least charming part of the chart. These three buildings were in the top three ugliest (see. Table 5.1), most ordinary (see. Table 5.3), and most boring building types (see. Table 5.4). It was not surprising that they were among the least charming as well.

### Unhealthy – Healthy

**Table 5.9: Top & Bottom Buildings Unhealthy – Healthy Adjectives**







Top 3		
		
Mosque		3,931
Stadium		3,586
Skyscraper		3,138
Bottom 3		
		
Construction Site		1,948
Shopping Mall		2,586
Manicipality Building		2,603

In the case of healthiness, the mosque got the highest score from the participants (see. Table 5.9). Mosques were known to be clean and healthy areas in the Islamic culture, and results supported this case too. Another type of healthy building was the stadium. It was a disputable finding due to a lack of hygiene in most stadiums in Turkey. Skyscraper came third-place.

On the bottom side, the construction site was the least healthy place to be with a 0,6 difference in the score. There was a common view that construction sites in Turkey were mostly dangerous with their lack of safety. Therefore, it was sensible that participants found construction sites unhealthy.

## Hectic – Peaceful

**Table 5.10: Top & Bottom Buildings Hectic – Peaceful Adjectives**







Top 3		
		
Mosque		4,397
Stadium		3,569
Finance Center		2,966
Bottom 3		
		
Construction Site		1,897
Municipality Building		2,603
Skyscraper		2,793

Similar to the other sections like stressful – relaxed (see. Table 5.5) or unpleasant – pleasant (see. Table 5.7), the mosque held the top choice for participants with a remarkable score (see. Table 5.10). It was apprehensible that sacred places like mosques are peaceful places for most of the community. The stadium was also among the most peaceful buildings for the participants. Watching a game of football or basketball was a relaxing and peaceful event for many.

Construction site, on the other hand, was found to be the most hectic place to be in.

## Monotonous – Varied

**Table 5.11: Top & Bottom Buildings Monotonous – Varied Adjectives**

Top 3		
		
Finance Center		4,241
Skyscraper		3,500
Stadium		3,310
Bottom 3		
		
Apartments		1,793
Construction Site		2,034
Shopping Mall		2,172

Contemporary buildings of the area –the finance center and skyscraper achieved the highest score for being varied (see. Table 5.11). The stadium had the third place. These







three buildings were also the most interesting buildings types in the same order (see. Table 5.4). Participants found varied buildings also the most interesting ones.

Apartments were found to be the least interesting building type in the previous sections (see. Table 5.4). It was also the most monotonous one for the people (see. Table 5.11). These kinds of building types were the most common ones in a big city like Istanbul, so it was apprehensible that people find them monotonous (see. Table 5.11) and boring (see. Table 5.4).

The construction site was the least expected to be in the monotonous section. Most of the architects participating in the survey claimed that the construction site was one of the most interesting and varied selections. Yet overall, it was found to be one of the least varied types. It might derive from the fact that it was so common to see a construction site in a big city, therefore people found those monotonous.

### Unfriendly – Friendly

**Table 5.12: Top & Bottom Buildings Unfriendly – Friendly Adjectives**







Top 3		
		
Stadium		3,845
Finance Center		3,638
Mosque		3,552
Bottom 3		
		
Construction Site		2,052
Municipality Building		2,310
Apartments		2,569

Since they were gathering places; stadium, mosque, and finance center were chosen to be the friendliest building types in the survey. This also indicated that social spaces were found to be friendlier by participants (see. Table 5.12).

As being the unhealthiest (see. Table 5.9) and most hectic one (see. Table 5.10), the construction site was also found to be the least friendly place (see. Table 5.12). Municipality building and apartments followed the construction site for being the least friendly ones. The reason might be their ordinary façades.

## Uncomfortable – Comfortable

**Table 5.13: Top & Bottom Buildings Uncomfortable – Comfortable Adjectives**







Top 3		
		
Mosque		3,810
Skyscraper		3,638
Stadium		3,552
Bottom 3		
		
Construction Site		1,914
Municipality Building		2,638
Shopping Mall		3,052

Just like the most relaxed (see. Table 5.5) and most peaceful (see. Table 5.10), the mosque was found to be the most comfortable building type in the survey (see. Table 5.13). The skyscraper was found to be the second most comfortable building with its contemporary architectural qualities. It might be said that people found contemporary and futuristic buildings more comfortable than common building types like the municipality building or the shopping mall. The reason might be their futuristic façade and its representation of sterilization in minds.

Comprehensibly, the construction site was the least comfortable one (see. Table 5.13).

## Closed – Open

**Table 5.14: Top & Bottom Buildings Closed – Open Adjectives**

Top 3		
		
Stadium		3,552
Mosque		3,500
Finance Center		3,328
Bottom 3		
		
Municipality Building		2,259
Apartments		2,672
Shopping Mall		2,828

Just like friendly (see. Table 5.12) and inviting (see. Table 5.2) sections; gathering places like the stadium, mosque, and finance center were found to be the most open (see. Table









5.14) places where people felt less stressful (see. Table 5.5). In Islamic culture mosques and their yards were the most common gathering places. This might be the reason for the mosque being one of the most open places in the survey.

With their massive façades and sizes, municipality building, apartments, and shopping mall were found to be the most closed spaces (see. Table 5.14). Even though the stadium, mosque, and finance center also had massive façades, their meanings for the participants, being gathering places, made them felt like less closed spaces. Also, the glass façade of the finance center might help it to get in the more open side.

### Unsafe – Safe

**Table 5.15: Top & Bottom Buildings Unsafe – Safe Adjectives**







Top 3		
		
Mosque		4,414
Apartments		4,172
Finance Center		4,172
Bottom 3		
		
Construction Site		2,207
Municipality Building		3,603
Shopping Mall		3,793

Unsurprisingly, for being the friendliest (see. Table 5.12), most peaceful (see. Table 5.10) and most relaxed (see. Table 5.5) building type, the mosque had the first place for being the safest (see. Table 5.15). Even though the mosques did not have that much protection or security, people still felt themselves safe in a sacred place.

Apartments and finance center shared second place for being the safest place for participants. This showed that people felt safe in their living environment. Also, newly built mass housing projects in Ataşehir had lots of security gates before entering, so it was apprehensible that people felt safe in an apartment building in Ataşehir. Finance centers of Istanbul were also highly secured locations of the city.

## Lifeless – Living

**Table 5.16: Top & Bottom Buildings Lifeless – Living Adjectives**







Top 3		
		
Finance Center		3,517
Mosque		3,500
Stadium		3,466
Bottom 3		
		
Construction Site		2,276
Municipality Building		2,586
Apartments		2,793

Gathering places in the survey were found to be the ones that were conceived full of life (see. Table 5.16).

For being not habitable, the construction site had the least point and was found to be the most lifeless place. Apartments were also in the most lifeless fragment. Even though participants mostly live in apartment buildings, they found those places lifeless and boring. The reason might be their accustomed look.

## Unstimulating – Stimulating

**Table 5.17: Top & Bottom Buildings Unstimulating – Stimulating Adjectives**

Top 3		
		
Finance Center		3,707
Mosque		3,655
Skyscraper		3,621
Bottom 3		
		
Apartments		2,155
Municipality Building		2,500
Shopping Mall		2,621







In this section, it was noticeable that the form of the buildings had importance for choosing which building was stimulating or not. Contemporary buildings in the survey were placed in the top three (see. Table 5.17). On the contrary, a classical style building, the mosque, was also found to be stimulating. This showed that stimulation in buildings

was not based on contemporary forms only, but distinctive forms such as domes and minarets played a role for the participants.

Accustomed buildings like apartments, the municipality building, and the shopping mall were found to be the most unstimulating (see. Table 5.17) ones probably because of their typical shapes and façades which could be seen all over the city.

### Strange – Familiar

**Table 5.18: Top & Bottom Buildings Strange – Familiar Adjectives**



Top 3		
		
Mosque		5,810
Apartments		5,621
Construction Site		5,224
Bottom 3		
		
Finance Center		4,207
Skyscraper		4,672
Stadium		5,034

Scores of this section were significantly higher and start from 4.207. Participants of the survey were quite familiar with all of the building types (see. Table 5.18). The most familiar one was the mosque which could be seen all over Istanbul. As mentioned above, the mosque was a reproduction of a Mimar Sinan mosque; therefore, it was one of the most familiar pieces of architecture in the city. Unsurprisingly, apartments were found to be the second most familiar building type. The construction site was also one of them. Participants in the survey were people living in Istanbul. Istanbul and Ataşehir were known for their never-ending construction projects (Topçu, 2013) so it was apprehensible that inhabitants of Istanbul find construction sites very familiar.

Even though they were on the familiar side of the chart, contemporary buildings of the survey, finance center, and skyscraper were found to be the least familiar building types for the participants (see. Table 5.18). They still were more accustomed to buildings like mosques and apartments.

## Simple – Complex

**Table 5.19: Top & Bottom Buildings Simple – Complex Adjectives**



			<p>Top 3</p> <table border="1"> <tbody> <tr> <td>Finance Center</td> <td>4,345</td> </tr> <tr> <td>Skyscraper</td> <td>4,207</td> </tr> <tr> <td>Mosque</td> <td>3,793</td> </tr> </tbody> </table>		Finance Center	4,345	Skyscraper	4,207	Mosque	3,793
Finance Center	4,345									
Skyscraper	4,207									
Mosque	3,793									
			<p>Bottom 3</p> <table border="1"> <tbody> <tr> <td>Apartments</td> <td>2,103</td> </tr> <tr> <td>Municipality Building</td> <td>2,552</td> </tr> <tr> <td>Shopping Mall</td> <td>2,655</td> </tr> </tbody> </table>		Apartments	2,103	Municipality Building	2,552	Shopping Mall	2,655
Apartments	2,103									
Municipality Building	2,552									
Shopping Mall	2,655									

As in unstimulating – stimulating (see. Table 5.17), without charm – with charm (see. Table 5.8) and ugly-beautiful (see. Table 5.1); the top three selections for the participants were the same in simple – complex category (see. Table 5.19). This might be read as for a building to be beautiful, stimulating, and charming, it had to be complex in the case of West-Ataşehir.

The bottom three buildings in the section were also the bottom three buildings of the boring – interesting group (see. Table 5.4). Participants found simple buildings also boring and uninteresting.

## Ornate – Plain

**Table 5.20: Top & Bottom Buildings Ornate – Plain Adjectives**







			<p>Top 3</p> <table border="1"> <tbody> <tr> <td>Apartments</td> <td>5,655</td> </tr> <tr> <td>Construction Site</td> <td>4,759</td> </tr> <tr> <td>Shopping Mall</td> <td>4,655</td> </tr> </tbody> </table>		Apartments	5,655	Construction Site	4,759	Shopping Mall	4,655
Apartments	5,655									
Construction Site	4,759									
Shopping Mall	4,655									
			<p>Bottom 3</p> <table border="1"> <tbody> <tr> <td>Mosque</td> <td>3,534</td> </tr> <tr> <td>Finance Center</td> <td>3,655</td> </tr> <tr> <td>Stadium</td> <td>4,276</td> </tr> </tbody> </table>		Mosque	3,534	Finance Center	3,655	Stadium	4,276
Mosque	3,534									
Finance Center	3,655									
Stadium	4,276									

Mosque was found to be the most ornated building in the survey (see. Table 5.20). Inside and outside, Sinan mosques were ornated structures. Even though this mosque was not

made by Mimar Sinan, it was still a Sinan mosque reproduction. (Batuman, 2016) Finance Center followed the mosque in second place. Participants found this contemporary building an ornate one. Apartments were found to be the plainest structures. They were the buildings that affect our daily life the most but still, participants think they were the most boring and plain structures in the survey (see. Table 5.4). The construction site was also another plain structure with its unfinished details (see. Table 5.20).

### Depressed – Excited

**Table 5.21: Top & Bottom Buildings Depressed – Excited Adjectives**

Top 3		
		
Stadium		3,914
Finance Center		3,690
Skyscraper		3,914
Bottom 3		
		
Apartments		1,983
Municipality Building		2,155
Construction Site		2,276

As in varied (see. Table 5.11), interesting (see. Table 5.4) and distinctive (see. Table 5.3) buildings, the top three exciting buildings were also stadium, finance center, and skyscraper (see. Table 5.21). People found contemporary buildings more exciting than ordinary buildings. The stadium might be in the first place in this section because of its meaning and importance as an event area.

Most depressed buildings were apartments and municipality building (see. Table 5.21). Apartments were also the most boring (see. Table 5.4), least stimulating (see. Table 5.17) and least charming (see. Table 5.8) structures in the survey. And despite its low scores in such categories, apartments were still one of the most familiar building types (see. Table 5.18). The construction site was also one of them. Even though people found them very familiar (see. Table 5.18), they also found them depressed (see. Table 5.21) and lifeless (see. Table 5.16).

## 5.2 GROUP 2: LANDSCAPING

**Table 5.22: Mean Adjective Scores for Landscape Elements**

	Ugly - Beautiful	Uninviting - Inviting	Ordinary - Distinctive	Boring - Interesting	Stressful - Relaxed	Unpleasant - Pleasant	Monotonous - Varied
Tree	5,569	5,103	3,138	4,069	5,793	5,638	4,121
Exotic Tree	5,379	5,000	4,724	4,862	5,397	5,000	5,000
Grass Area	4,276	3,828	2,707	3,138	4,155	4,155	2,862
Park & Greenery	4,793	4,655	3,759	4,172	5,138	4,724	3,948

This section analyzes all landscaping elements in four categories as the tree, exotic tree, unused grass area, park and greenery and makes comparisons with each other.

Compared to the buildings group, scores of landscaping elements came out to be much higher. In most of the articles analyzed, scores of landscaping elements were always found to be higher than other structures in the built environment (Green, 1999 and Green, 2000). In this survey, landscaping elements had also achieved higher points compared to the rest of the elements. This meant that people desired to see more greenery in the cities.

When the indigenous tree and the exotic tree were compared, the exotic tree had a higher score thus it was distinctive and interesting (see. Table 5.22). Thus, data from the participants suggested that the indigenous tree seemed more beautiful and inviting than the exotic one. Participants also found the indigenous tree much healthier and more peaceful than the exotic one. In most of the categories, the indigenous tree received higher scores. This might suggest that rather than planting exotic trees, preserving the original landscape of the city might be better for the environment and people living in.

The unused grass area got the least points (see. Table 5.22) in all sections. People found it unsafe, not charming, unhealthy, and monotonous. West-Ataşehir had more empty unused grass areas but parks. These areas might be transformed into parks or playgrounds to get more attention.

Park and greenery also got high scores despite their surroundings (see. Table 4.12). The photo of the park and greenery was taken with a skyscraper and a giant mosque on the background on purpose. Even so, people found the picture peaceful and beautiful.

### 5.3 GROUP 3: SERVICE ELEMENTS & STREETScape

**Table 5.23: Mean Adjective Scores for Service & Streetscape Elements**

	Ugly - Beautiful	Uninviting - Inviting	Ordinary - Distinctive	Boring - Interesting	Stressful - Relaxed	Unpleasant - Pleasant	Monotonous - Varied
Traffic Light	2,259	2,034	1,500	1,603	2,069	2,121	1,845
Cranes	2,172	1,897	2,052	2,310	1,603	1,741	2,414
Pedestrian Walkway	1,862	1,931	1,638	1,707	2,052	1,983	1,931
Highway	2,586	2,448	2,155	2,276	1,948	2,293	2,362
Atms	2,000	2,328	1,845	1,862	2,448	2,121	1,914
Café	3,103	3,276	2,552	2,672	3,845	3,121	2,672
Restaurant	2,793	2,724	2,362	2,500	3,362	2,776	2,586
Overpass	2,241	2,155	2,034	1,983	2,259	2,190	1,914
Stairs and ramps	4,172	3,983	3,414	3,707	3,983	3,810	3,414
Vehicle Road	1,828	1,741	1,603	1,621	1,655	1,776	1,724
Bus Stop	3,017	3,155	2,138	2,397	3,259	2,948	2,379

Most of the service and streetscape elements in this section received a similar score from the participants. Therefore, most of the elements in this section were analyzed as a total category. Some of the elements like stairs and ramps stood forward with different attributes. These elements were analyzed separately.


After the landscaping elements, when service and streetscape elements were examined, it could be seen that the scores received were significantly lower. Participants found streetscape elements boring and ugly however quite familiar. Three of the main elements with the lowest scores were the pedestrian walkway, vehicle road, and highway (see. Table 4.15, Table 4.16, Table 4.22, Table 5.23). They got the least attention from the participants with their chaotic ambiance and crowd. They were also the least safe.

The stairs and ramps received the highest score for each single evaluating adjective pair (see. Table 4.21, Table 5.23). The picture of stairs and ramps were particularly taken inside a park. Participants, being aware or not, rated a service element within a park higher. In the picture, the bus stop was also between trees and greenery. Participants found this simple bus stop inviting and even more beautiful than most of the elements in this group other than stairs and ramps (see. Table 4.23, Table 5.23). This situation might demonstrate the importance of greenery in people's perception.

Instead of being ugly and having no charm for participants, the café and the restaurant were found to be inviting, friendly, and comfortable (see. Table 4.18, Table 4.19, Table 5.23). They were also found to be safe and alive. These places were venues where people spent most of their time while outside. This might be the reason that they were used to them and felt comfortable.

#### 5.4 GROUP 4: SILHOUETTE

**Table 5.24: Average points given to Silhouette in West-Ataşehir**

Silhouette			
			
Ugly - Beautiful	2,569	Without Charm - With Charm	2,448
Uninviting - Inviting	2,500	Unhealthy - Healthy	2,448
Ordinary - Distinctive	3,086	Hectic - Peaceful	2,224
Boring - Interesting	2,862	Monotonous - Varied	3,724
Stressful - Relaxed	2,379	Unfriendly - Friendly	2,517
Man-made - Natural	1,862	Uncomfortable - Comfortable	2,552
Unpleasant - Pleasant	2,431	Closed - Open	3,310
		Unsafe - Safe	3,000
		Lifeless - Living	3,241
		Unstimulating - Stimulating	3,069
		Strange - Familiar	4,483
		Simple - Complex	4,138
		Ornate - Plain	3,862
		Depressed - Excited	2,810

The scores of the silhouette were also low similar to buildings and streetscape. 78,6 percent of the participants found the silhouette familiar, however, 60 percent of them found it complex (see Table 4.24). When the participants were asked about their familiarity with such futuristic silhouettes, some explained that they could see it in all major cities. Others claimed that the uptrend of science-fiction movies and series made futuristic silhouettes familiar to them. However still for 78,6 percent of the participants, the silhouette was ugly and for 79 percent it was uninviting (see. Table 4.24).



## 6. CONCLUSION

This thesis initially analyzed late capitalism's relation with the cyberpunk culture to achieve a better understanding of people's perception of futuristic architecture in West-Ataşehir. Afterward, it conducted a study analyzing perceptions of West-Ataşehir by using 58 participants from Istanbul. First, it made a survey to understand the familiarity of participants in contemporary architecture (see. APPENDIX-2). Yet, after the main survey, no significant difference between participants was found who are familiar and non-familiar with contemporary architecture (see. APPENDIX-3). One of the hypotheses of this thesis was 'there is a remarkable difference between those who are keen on classical and contemporary architecture in terms of their aesthetic perception of futuristic architecture'. Thus, this hypothesis was proven to be wrong.

Participants then took another survey to express their feelings through features in West-Ataşehir. Participants mostly found West-Ataşehir ugly however they were also very familiar with it. Even if some of them were not happy to live in a big city like Istanbul, they eventually liked the newly-built environment and adapted to it. It could be said that they even adapted cyberpunk's motto 'high-tech, low life' with their daily life.

One of the main hypotheses of this thesis was: the aesthetic quality, thus the aesthetic perception of futuristic environments is high for their visitors. This hypothesis was showed up to be false. Based on the SPSS result, it was found that even though 64,3 percent of the participants did not like this new environment, 78,6 percent of them were familiar with it and could blend into it. Architects' and city planners' thoughts about how the city is evolving into a monstrous machine did not affect common people. Even some architects did fancy this newly built city shape. With the help of futuristic movies and series, people were very familiar with these environments and they even felt like living in a utopia. They preferred to see futuristic or contemporary buildings around them instead of boring and simple apartment buildings. This proved the other hypothesis of the thesis: People, who are already adapted to science fiction culture, are quite open to living in these futuristic environments.

With the stadium and mosque examples, it was also found that it was nearly impossible to get data only from place meanings, which were aesthetic qualities of a place. People referred to place attachments also when observing a scene.

Among the building elements, the least liked features of the survey were apartments (83 percent of the participants), streetscape elements (78 percent of the participants) and silhouette (78 percent of the participants). Even while participants were very familiar with West-Ataşehir's environment, landscape elements still got the highest scores compared to other features. The only streetscape elements that participants liked were stairs and ramps and this element was merged with a green area. In the future executions, landscape and streetscape elements might be merged to create better streetscape features. Apartments were boring for the participants. New apartment typologies could be investigated to create better-living conditions for people. This might also help to create a better silhouette for the city from which the participants eagerly despised and proceed to better future planning.

**Figure 6.1: Green Areas with Skyscrapers**



Those who are already adapted to science fiction culture are quite open to living within futuristic environments, such as Ataşehir, was another hypothesis of this thesis. As David Harvey claims, to endure, capitalism ought to consistently locate some new regions to extend and urban areas became one of the most important approaches to develop the capital for centuries (Harvey, 2008). According to that, with globalization and neoliberalism, local planners lost control of their cities' urban planning, and mega-corporations took control of the city silhouette, like in cyberpunk culture. Cyberpunk culture claims that with high-tech environments our life will become less and less important (Bruno, 1987). This survey showed that, even though people do not realize, they are living in a 'cyberpunkesque' society where their needs and wants are ignored. In

every taken photo, a massive building or skyscraper could be spotted like in Figure (6.1). People are living in apartments that they find boring (89 percent of the participants), uninviting (84 percent of the participants) and ugly (83 percent of the participants) (see. Table 4.1) however they fancy newly built ‘high-tech’ contemporary environments like where mega-corporation owners live in cyberpunk culture (see. Table 4.3). Even though people do not notice, they are adapted to science fiction culture and they are open to living within futuristic environments.



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## APPENDICES



## APPENDIX A.1 Sample Population

	0=female 1=male	0=TC 1=other	0=20-25 1=25-30 2=30-40 3=40-50 4=50-60	0=Arch 1=Other	0=Undergraduate 1=Graduate	0=No 1=Yes
Respondents	Gender	Nationality	Age	Department	Level	Been to Atasehir before?
D1	1	1	2	0	1	0
D2	1	0	0	1	0	1
D3	1	1	1	1	1	0
D4	1	0	1	0	1	1
D5	0	0	1	1	1	1
D6	1	0	0	1	1	1
D7	0	0	2	1	1	1
D8	0	0	1	1	1	0
D9	1	0	1	1	1	1
D10	1	0	1	1	1	1
D11	0	0	0	0	1	0
D12	0	0	0	1	0	0
D13	0	0	0	0	1	0
D14	0	0	1	1	0	0
D15	0	0	0	1	1	1
D16	1	0	0	1	0	0
D17	0	0	0	0	1	1
D18	0	0	1	0	1	1
D19	1	0	1	1	1	1
D20	0	0	1	0	1	0
D21	0	0	1	0	1	1
D22	1	0	1	0	1	1
D23	1	0	0	1	0	1
D24	0	0	0	1	0	0
D25	0	0	0	1	0	0
D26	1	0	1	1	0	1
D27	0	0	1	0	1	1
D28	0	1	1	0	1	1
D29	0	0	1	1	1	1
D30	0	0	0	0	1	0
D31	1	0	0	1	0	0
D32	0	0	4	1	0	1
D33	0	0	0	1	0	0
D34	0	0	0	0	1	1
D35	1	0	3	0	1	1
D36	0	1	0	0	0	0
D37	1	1	0	0	1	1
D38	1	0	1	1	1	1
D39	1	0	4	1	1	1
D40	1	0	1	0	1	1
D41	1	0	1	0	1	1
D42	0	0	0	1	1	1
D43	1	0	1	0	1	1
D44	0	1	1	0	1	0
D45	1	0	1	0	1	1
D46	1	0	1	0	1	1
D47	0	0	0	0	0	0
D48	0	0	1	0	1	1
D49	0	0	1	1	1	1
D50	0	0	1	0	1	0
D51	1	0	0	1	0	1
D52	0	1	0	0	0	0
D53	0	1	1	0	1	0
D54	1	0	1	1	1	1
D55	1	0	1	1	1	1
D56	1	1	1	0	1	0
D57	1	1	0	0	1	0
D58	0	1	0	0	0	0

**APPENDIX A.2 Survey on Familiarity with Contemporary Architecture**



Guggenheim Museum, Bilbao, Spain



Mercedes – Benz Museum, Stuttgart, Germany



Phaeno Science Center, Wolfsburg, Germany



City Hall, London, United Kingdom



Turning Torso, Malmö, Sweden

### APPENDIX A.3 ANOVA Test Results for Familiarity with West-Atasehir's Futuristic Architecture

There is no significant difference for the adjectives considered as a result of ANOVA in terms of groups ( $p>0.05$ ). Familiar, notr, unfamiliar individuals have the same viewpoints. Considering the mean values of the answers, it is generally around 2-3-4. It has been determined that it shows negative and unstable emotions. All three the perspective of Ataşehir for the group was evaluated negatively.

Adjectives and Physical Features	Grup	N	Mean	Std. Deviation	p
Ugly - Beautiful_ Apartments	familiar to modern architecture	7	2.2857	.75593	0.251
	nötr to modern architecture	18	2.1111	1.02262	
	unfamiliar to modern architecture	33	2.2727	1.15306	
Ugly - Beautiful_ Skyscraper	familiar to modern architecture	7	3.5714	1.81265	0.178
	nötr to modern architecture	18	3.7222	1.56452	
	unfamiliar to modern architecture	33	3.9091	1.56851	
Ugly - Beautiful_ Mosque	familiar to modern architecture	7	4.0000	1.73205	0.283
	nötr to modern architecture	18	4.3333	1.71499	
	unfamiliar to modern architecture	33	3.8485	1.88946	
Ugly - Beautiful_ Silhouette	familiar to modern architecture	7	2.5714	1.51186	0.379
	nötr to modern architecture	18	2.8333	1.58114	
	unfamiliar to modern architecture	33	2.4242	1.60137	
Uninviting - Inviting_ Apartments	familiar to modern architecture	7	2.0000	.81650	0.125
	nötr to modern architecture	18	2.1111	.83235	
	unfamiliar to modern architecture	33	2.1212	1.40885	
Uninviting - Inviting_ Skyscraper	familiar to modern architecture	7	2.8571	1.46385	0.097
	nötr to modern architecture	18	3.6111	1.78684	
	unfamiliar to modern architecture	33	3.3939	1.59960	
Uninviting - Inviting_ Mosque	familiar to modern architecture	7	3.7143	1.97605	0.266
	nötr to modern architecture	18	4.0000	1.71499	
	unfamiliar to modern architecture	33	3.5152	2.00189	
Uninviting - Inviting_ Silhouette	familiar to modern architecture	7	2.4286	1.61835	0.197
	nötr to modern architecture	18	2.6667	1.41421	
	unfamiliar to modern architecture	33	2.4242	1.76830	
Ordinary -Distinctive_ Apartments	familiar to modern architecture	7	2.4286	1.71825	0.145
	nötr to modern architecture	18	1.6667	.76696	
	unfamiliar to modern architecture	33	2.0000	1.11803	

Ordinary -Distinctive_ Skyscraper	familiar to modern architecture	7	3.7143	1.88982	0.225
	nötr to modern architecture	18	4.1111	1.52966	
	unfamiliar to modern architecture	33	4.3939	1.39058	
Ordinary -Distinctive_ Mosque	familiar to modern architecture	7	2.0000	1.52753	0.463
	nötr to modern architecture	18	2.8889	1.60473	
	unfamiliar to modern architecture	33	2.9394	1.91930	
Ordinary -Distinctive_ Silhouette	familiar to modern architecture	7	3.8571	1.95180	0.147
	nötr to modern architecture	18	3.0000	1.84710	
	unfamiliar to modern architecture	33	2.9697	1.66742	
Boring - Interesting_ Apartments	familiar to modern architecture	7	2.0000	1.15470	0.084
	nötr to modern architecture	18	1.6111	.69780	
	unfamiliar to modern architecture	33	2.0000	1.11803	
Boring - Interesting_ Skyscraper	familiar to modern architecture	7	3.7143	1.88982	0.274
	nötr to modern architecture	18	3.8889	1.56765	
	unfamiliar to modern architecture	33	4.0606	1.65717	
Boring - Interesting_ Mosque	familiar to modern architecture	7	3.7143	2.21467	0.188
	nötr to modern architecture	18	3.7222	1.87257	
	unfamiliar to modern architecture	33	3.0909	1.82626	
Boring - Interesting_ Silhouette	familiar to modern architecture	7	3.2857	1.97605	0.462
	nötr to modern architecture	18	3.0556	1.86207	
	unfamiliar to modern architecture	33	2.6667	1.72603	
Stressful - Relaxed_ Apartments	familiar to modern architecture	7	3.0000	2.08167	0.287
	nötr to modern architecture	18	2.7778	1.39560	
	unfamiliar to modern architecture	33	2.6061	1.51944	
Stressful - Relaxed_ Skyscraper	familiar to modern architecture	7	2.5714	1.51186	0.091
	nötr to modern architecture	18	3.1111	1.45072	
	unfamiliar to modern architecture	33	3.0000	1.67705	
Stressful - Relaxed_ Mosque	familiar to modern architecture	7	4.0000	1.82574	0.094
	nötr to modern architecture	18	4.1111	1.81137	
	unfamiliar to modern architecture	33	3.9697	1.48923	
Stressful - Relaxed_ Silhouette	familiar to modern architecture	7	2.2857	1.60357	0.274
	nötr to modern architecture	18	2.5000	1.42457	
	unfamiliar to modern architecture	33	2.3333	1.47196	
Man-made - Natural_ Apartments	familiar to modern architecture	7	1.0000	.00000	0.278
	nötr to modern architecture	18	1.2778	.75190	
	unfamiliar to modern architecture	33	1.8485	1.46033	
Man-made - Natural_ Skyscraper	familiar to modern architecture	7	1.5714	1.51186	0.379
	nötr to modern architecture	18	1.7778	1.30859	
	unfamiliar to modern architecture	33	1.5758	1.19975	

Man-made - Natural_ Mosque	familiar to modern architecture	7	1.5714	.78680	0.202
	nötr to modern architecture	18	2.2778	1.77584	
	unfamiliar to modern architecture	33	2.1818	1.46745	
Man-made - Natural_ Silhouette	familiar to modern architecture	7	1.8571	1.21499	0.347
	nötr to modern architecture	18	1.6667	.97014	
	unfamiliar to modern architecture	33	1.9697	1.21153	
Unpleasant Pleasant_ Apartments	familiar to modern architecture	7	2.4286	1.39728	0.334
	nötr to modern architecture	18	2.4444	1.46417	
	unfamiliar to modern architecture	33	2.4242	1.37000	
Unpleasant - Pleasant_ Skyscraper	familiar to modern architecture	7	2.8571	1.86445	0.172
	nötr to modern architecture	18	3.3889	1.53925	
	unfamiliar to modern architecture	33	3.3939	1.39058	
Unpleasant - Pleasant_ Mosque	familiar to modern architecture	7	3.5714	1.98806	0.385
	nötr to modern architecture	18	3.5556	1.88562	
	unfamiliar to modern architecture	33	3.3939	1.53987	
Unpleasant - Pleasant_ Silhouette	familiar to modern architecture	7	2.2857	1.70434	0.290
	nötr to modern architecture	18	2.4444	1.29352	
	unfamiliar to modern architecture	33	2.4545	1.45969	
Without Charm - With Charm_ Apartments	familiar to modern architecture	7	2.1429	1.06904	0.179
	nötr to modern architecture	18	1.9444	.99836	
	unfamiliar to modern architecture	33	1.8485	.87039	
Without Charm - With Charm_ Skyscraper	familiar to modern architecture	7	3.0000	1.41421	0.264
	nötr to modern architecture	18	3.8889	1.36722	
	unfamiliar to modern architecture	33	3.4545	1.58293	
Without Charm - With Charm_ Mosque	familiar to modern architecture	7	3.4286	1.81265	0.186
	nötr to modern architecture	18	4.0000	1.97037	
	unfamiliar to modern architecture	33	3.5152	1.73424	
Without Charm - With Charm_ Silhouette	familiar to modern architecture	7	2.1429	1.46385	0.093
	nötr to modern architecture	18	2.6111	1.41998	
	unfamiliar to modern architecture	33	2.4242	1.63994	
Unhealthy - Healthy_ Apartments	familiar to modern architecture	7	2.4286	1.13389	0.266
	nötr to modern architecture	18	3.0000	1.32842	
	unfamiliar to modern architecture	33	3.1818	1.33357	
Unhealthy - Healthy_ Skyscraper	familiar to modern architecture	7	2.2857	1.11270	0.104
	nötr to modern architecture	18	3.0556	1.51356	
	unfamiliar to modern architecture	33	3.3636	1.69223	
Unhealthy - Healthy_ Mosque	familiar to modern architecture	7	3.8571	1.46385	0.228
	nötr to modern architecture	18	3.6667	1.74895	
	unfamiliar to modern architecture	33	4.0909	1.18226	

Unhealthy - Healthy_Silhouette	familiar to modern architecture	7	2.4286	1.27242	0.374
	nötr to modern architecture	18	2.7222	1.31978	
	unfamiliar to modern architecture	33	2.3030	1.28659	
Hectic - Peaceful_Apartments	familiar to modern architecture	7	3.0000	1.15470	0.337
	nötr to modern architecture	18	3.3889	1.68519	
	unfamiliar to modern architecture	33	2.9394	1.57994	
Hectic - Peaceful_Skyscraper	familiar to modern architecture	7	2.7143	1.11270	0.205
	nötr to modern architecture	18	2.8889	1.18266	
	unfamiliar to modern architecture	33	2.7576	1.37000	
Hectic - Peaceful_Mosque	familiar to modern architecture	7	4.7143	1.25357	0.244
	nötr to modern architecture	18	4.5556	1.85416	
	unfamiliar to modern architecture	33	4.2424	1.63994	
Hectic - Peaceful_Silhouette	familiar to modern architecture	7	2.1429	1.34519	0.109
	nötr to modern architecture	18	2.5000	1.29479	
	unfamiliar to modern architecture	33	2.0909	1.37758	
Monotonous - Varied_Apartments	familiar to modern architecture	7	1.2857	.48795	0.118
	nötr to modern architecture	18	1.8889	.90025	
	unfamiliar to modern architecture	33	1.8485	1.12142	
Monotonous - Varied_Skyscraper	familiar to modern architecture	7	3.1429	1.34519	0.139
	nötr to modern architecture	18	3.1667	1.75734	
	unfamiliar to modern architecture	33	3.7576	1.56186	
Monotonous - Varied_Mosque	familiar to modern architecture	7	2.8571	1.06904	0.093
	nötr to modern architecture	18	3.0556	1.89340	
	unfamiliar to modern architecture	33	3.1818	1.64800	
Monotonous - Varied_Silhouette	familiar to modern architecture	7	4.0000	1.63299	0.143
	nötr to modern architecture	18	4.0556	2.23534	
	unfamiliar to modern architecture	33	3.4848	2.07848	
Unfriendly - Friendly_Apartments	familiar to modern architecture	7	2.5714	1.13389	0.118
	nötr to modern architecture	18	2.6111	1.24328	
	unfamiliar to modern architecture	33	2.5455	1.58293	
Unfriendly - Friendly_Skyscraper	familiar to modern architecture	7	2.7143	1.25357	0.253
	nötr to modern architecture	18	3.0556	1.21133	
	unfamiliar to modern architecture	33	3.0909	1.42223	
Unfriendly - Friendly_Mosque	familiar to modern architecture	7	3.2857	1.11270	0.363
	nötr to modern architecture	18	4.1667	1.75734	
	unfamiliar to modern architecture	33	3.2727	1.79012	
Unfriendly - Friendly_Silhouette	familiar to modern architecture	7	2.2857	1.25357	0.371
	nötr to modern architecture	18	2.8333	1.54349	
	unfamiliar to modern architecture	33	2.3939	1.53987	

Uncomfortable - Comfortable_Apartments	familiar to modern architecture	7	4.0000	1.41421	0.362
	nötr to modern architecture	18	3.0000	1.32842	
	unfamiliar to modern architecture	33	3.1515	1.25303	
Uncomfortable - Comfortable_Skyscraper	familiar to modern architecture	7	3.7143	1.97605	0.472
	nötr to modern architecture	18	3.4444	1.58011	
	unfamiliar to modern architecture	33	3.7273	1.70060	
Uncomfortable - Comfortable_Mosque	familiar to modern architecture	7	4.1429	1.34519	0.406
	nötr to modern architecture	18	3.8889	1.99673	
	unfamiliar to modern architecture	33	3.6970	1.74078	
Uncomfortable - Comfortable_Silhouette	familiar to modern architecture	7	2.2857	1.25357	0.442
	nötr to modern architecture	18	2.8333	1.33945	
	unfamiliar to modern architecture	33	2.4545	1.48094	
Closed - Open_Apartments	familiar to modern architecture	7	3.7143	2.56348	0.208
	nötr to modern architecture	18	2.2778	1.17851	
	unfamiliar to modern architecture	33	2.6667	1.31498	
Closed - Open_Skyscraper	familiar to modern architecture	7	3.0000	1.82574	0.377
	nötr to modern architecture	18	3.0000	1.71499	
	unfamiliar to modern architecture	33	3.4242	1.83763	
Closed - Open_Mosque	familiar to modern architecture	7	4.4286	2.57275	0.288
	nötr to modern architecture	18	3.1667	1.85504	
	unfamiliar to modern architecture	33	3.4848	1.87285	
Closed - Open_Silhouette	familiar to modern architecture	7	3.4286	2.37045	0.173
	nötr to modern architecture	18	3.2778	1.99427	
	unfamiliar to modern architecture	33	3.3030	1.96031	
Unsafe - Safe_Apartments	familiar to modern architecture	7	5.1429	.89974	0.372
	nötr to modern architecture	18	3.8333	1.54349	
	unfamiliar to modern architecture	33	4.1515	1.52318	
Unsafe - Safe_Skyscraper	familiar to modern architecture	7	4.8571	1.46385	0.370
	nötr to modern architecture	18	4.0000	1.45521	
	unfamiliar to modern architecture	33	3.8485	1.90593	
Unsafe - Safe_Mosque	familiar to modern architecture	7	4.5714	1.81265	0.263
	nötr to modern architecture	18	4.1667	1.58114	
	unfamiliar to modern architecture	33	4.5152	1.64167	
Unsafe - Safe_Silhouette	familiar to modern architecture	7	3.7143	1.70434	0.357
	nötr to modern architecture	18	3.0556	1.30484	
	unfamiliar to modern architecture	33	2.8182	1.37964	
Lifeless - Living_Apartments	familiar to modern architecture	7	3.4286	2.14920	0.485
	nötr to modern architecture	18	2.5556	1.46417	
	unfamiliar to modern architecture	33	2.7879	1.67253	



Lifeless - Living_Skyscraper	familiar to modern architecture	7	3.2857	1.49603	0.366
	nötr to modern architecture	18	2.8889	1.60473	
	unfamiliar to modern architecture	33	3.0606	1.47774	
Lifeless - Living_Mosque	familiar to modern architecture	7	3.1429	1.57359	0.406
	nötr to modern architecture	18	3.3889	1.85151	
	unfamiliar to modern architecture	33	3.6364	1.41019	
Lifeless - Living_Silhouette	familiar to modern architecture	7	3.7143	1.79947	0.204
	nötr to modern architecture	18	3.7778	1.80051	
	unfamiliar to modern architecture	33	2.8485	1.66060	
Unstimulating - Stimulating_Apartments	familiar to modern architecture	7	1.8571	1.06904	0.339
	nötr to modern architecture	18	2.0556	1.43372	
	unfamiliar to modern architecture	33	2.2727	1.64455	
Unstimulating - Stimulating_Skyscraper	familiar to modern architecture	7	3.0000	1.63299	0.335
	nötr to modern architecture	18	3.8333	1.38267	
	unfamiliar to modern architecture	33	3.6364	1.51695	
Unstimulating - Stimulating_Mosque	familiar to modern architecture	7	2.2857	1.38013	0.309
	nötr to modern architecture	18	4.1667	1.65387	
	unfamiliar to modern architecture	33	3.6667	1.86525	
Unstimulating - Stimulating_Silhouette	familiar to modern architecture	7	2.4286	1.51186	0.283
	nötr to modern architecture	18	3.7778	1.83289	
	unfamiliar to modern architecture	33	2.8182	1.75810	
Strange - Familiar_Apartments	familiar to modern architecture	7	5.5714	2.14920	0.382
	nötr to modern architecture	18	5.4444	1.68810	
	unfamiliar to modern architecture	33	5.7273	1.70060	
Strange - Familiar_Skyscraper	familiar to modern architecture	7	5.8571	1.21499	0.299
	nötr to modern architecture	18	4.7778	1.62899	
	unfamiliar to modern architecture	33	4.3636	1.61667	
Strange - Familiar_Mosque	familiar to modern architecture	7	6.7143	.75593	0.374
	nötr to modern architecture	18	6.0000	1.32842	
	unfamiliar to modern architecture	33	5.5152	1.67931	
Strange - Familiar_Silhouette	familiar to modern architecture	7	4.7143	2.36039	0.305
	nötr to modern architecture	18	4.8889	2.08324	
	unfamiliar to modern architecture	33	4.2121	1.91634	
Simple - Complex_Apartments	familiar to modern architecture	7	2.1429	1.46385	0.224
	nötr to modern architecture	18	1.8333	1.15045	
	unfamiliar to modern architecture	33	2.2424	1.41488	
Simple - Complex_Skyscraper	familiar to modern architecture	7	3.7143	2.05866	0.385
	nötr to modern architecture	18	4.1111	1.18266	
	unfamiliar to modern architecture	33	4.3636	1.36515	

Simple - Complex_Mosque	familiar to modern architecture	7	2.5714	1.27242	0.402
	nötr to modern architecture	18	3.7778	1.62899	
	unfamiliar to modern architecture	33	4.0606	1.65717	
Simple - Complex_Silhouette	familiar to modern architecture	7	4.0000	1.15470	0.592
	nötr to modern architecture	18	4.0556	2.04284	
	unfamiliar to modern architecture	33	4.2121	1.55639	
Ornate - Plain_Apartments	familiar to modern architecture	7	6.1429	1.46385	0.475
	nötr to modern architecture	18	5.4444	2.35702	
	unfamiliar to modern architecture	33	5.6667	1.77951	
Ornate - Plain_Skyscraper	familiar to modern architecture	7	5.5714	1.39728	0.108
	nötr to modern architecture	18	3.8889	1.45072	
	unfamiliar to modern architecture	33	4.0606	1.43482	
Ornate - Plain_Mosque	familiar to modern architecture	7	4.7143	1.88982	0.277
	nötr to modern architecture	18	3.4444	1.78958	
	unfamiliar to modern architecture	33	3.3333	1.81430	
Ornate - Plain_Silhouette	familiar to modern architecture	7	5.0000	2.00000	0.372
	nötr to modern architecture	18	3.4444	2.06433	
	unfamiliar to modern architecture	33	3.8485	1.46033	
Depressed - Excited_Apartments	familiar to modern architecture	7	2.2857	1.11270	0.382
	nötr to modern architecture	18	2.0000	.84017	
	unfamiliar to modern architecture	33	1.9091	1.04174	
Depressed - Excited_Skyscraper	familiar to modern architecture	7	2.8571	1.77281	0.336
	nötr to modern architecture	18	3.6667	1.64496	
	unfamiliar to modern architecture	33	3.7576	1.63994	
Depressed - Excited_Mosque	familiar to modern architecture	7	3.2857	.75593	0.582
	nötr to modern architecture	18	3.8333	1.38267	
	unfamiliar to modern architecture	33	3.4848	1.37207	
Depressed - Excited_Silhouette	familiar to modern architecture	7	2.1429	1.21499	0.473
	nötr to modern architecture	18	2.8333	1.38267	
	unfamiliar to modern architecture	33	2.9394	1.96754	

**Appendix A.4 – Survey Page Example**

	Group 1=Buildings				Group 2=Landscaping									Group 3=Services												
	Apartments	Mass Housing	Finance Center	Skyscraper	Shopping Mall	Mosque	Stadium	Construction Site	Municipality Building	Natural Tree	Exotic Tree	Traffic Light	Cranes	Silhouette	Unused Grass Area	Pedestrian Walkway	Highway	ATMs	Café	Restaurant	Park and greenery	Overpass	Stairs and ramps	Vehicle Road	Bus Stop	
Ugly - Beautiful																										
Uninviting - Inviting																										
Ordinary - Distinctive																										
Boring - Interesting																										
Stressful - Relaxed																										
Man-made - Natural																										
Unpleasant - Pleasant																										
Without Charm - With Charm																										
Unhealthy - Healthy																										
Hectic - Peaceful																										
Monotonous - Varied																										
Unfriendly - Friendly																										
Uncomfortable - Comfortable																										
Closed - Open																										
Unsafe - Safe																										
Lifeless - Living																										
Unstimulating - Stimulating																										
Strange - Familiar																										
Simple - Complex																										
Ornate - Plain																										
Depressed - Excited																										

Participant were asked to fill each building, landscaping and service structure with points from 1 to 7 in Likert scale, according to their feelings and perceptions on the shown photos. Meaning 1 the most negative and 7 the most positive choice.