

SPACE LESS IN VIRTUAL LIVING

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ABSTRACT

According to many experts, a new era has begun in human history since the turn of century, in which information and technology have deep effect on contemporary life. In fact, electronic revolution has changed professions and time, which is largely comprised of digital works. The most important characteristics of this age is the development of informational networks. Technological revolution has restructured the social fundamentals and hence, global facts.

Architecture is no exemption which is affected in shape and function. Informational systems have caused a drastic change in the concepts of daily aspects of life such as work, shopping and education, and created new virtual space.

The purpose of present article is to study the effects of new information technology upon architecturing and it's comparison to physical space and try to answer weather cyber space is an appropriate substitute for physical space?

Keywords: Information technology, Virtual space, Cyber

INTRODUCTION

History, architecture has show deep tendencies in every society as such, there has always been a strong relation between society and architects(Costner,2003).

According to Toffler (2007), humans have passed two waves and they are entering in to third one.

First wave was agricultural in which people were trying to survive against natural forces. This era started 6000 B.C. and continued until 1650_1750. Second wave was industrial that started with industrial revolutions in which human tried to dominate nature. This era had a drastic effect upon architecture. Third wave is electronic age that started with computer and was a breakthrough in human life and in architecturing (yousefpour, 2009). Nowadays, we are faced with global economy, biotechnology, and trading information. This new situation demand new and proper architecting from designers and architects (Hani Rashid, 2006).

VIRTUAL ARCHITECTURING

Cyber space takes place exactly from the point where common definition of public space like historic sites or streets is failed. Architecturing should seek the reasons for people willing to virtual communities. Pockwell (2004) argues that such community must be a place where people can work and trade and create a place to meet people's need and requirements.

Virtual Space Characteristics

As mentioned above, virtualizing caused by new electronic revolution. This revolution, as third wave, causes that we move from fact to virtual. Now, this issue comes to mind that since architecturing is tied with place and time, how is it replace by cyber? In the area of

digital, place gain a liquid identity that move back and forth between zero and one. In this space, time gains importance.

Novak (2008) defines cyber space as a space in which place and are integrated.

Experience in cyber space, is a subjective experience. So, space identity in cyber space is conceptual because it does not require physical existence and only takes place subjectively. Hence, cyber space is a place where ideas and experiences are conceptual and like mind are non-material (kashijoo, 2004).

In cyber space, time and space are mixed which is in fact space less and timeless in virtual world, time is important not space and being synchronized is a feature of cyber space.

Speed destroy space communication is increasingly moving. Everything is alive, direct and real. So, everything that people see or experience is real and this picture is a nonmaterial fact, from its nature and identity. In such a situation, all reactions, events and functions are happening in network. According to Boderia (2008), post modern societies are dominated by computers and televisions and are moving toward a new reality which is new arrangement (Boni Masoud, 2009).

Table 1. Comparison of real and cyber space characteristics

<i>Cyber space</i>	<i>Real space</i>
Digital	Physical
Non-material	Material
Soft	Hard
Surface	Volume
Global	Technique local
Intangible	Tangible
Dynamic	Static
Reshaping	Survival
Logic	argument

Kashijoo, Kh (2003)

Effect of cyber space of on architecturing cyber architecturing forms in a cyber space, without any physical space. These are digital space which are real with no sign of physic built and construction, while we are witnessing new scope of activity that were not existed in the past. In this transition, communication system from long distance replaced moving systems and common model of constructions are Vanishing. Library shelves are replaced by terminals. Historic sites are replaced business centers and work processes are becoming virtual, tendency toward distance working is increasing.

Thus, office employees are becoming house employ less in a paperless community, banks omitting their branches and providing high quality services to their clients via wires (Kashjoo, 2003).

Table 2. Comparison of physical and cyber space

<i>Physical Space</i>	<i>Cyber Space</i>
Book stores	Tools of storing information
Gallery	Virtual museums
Theatres	Entertainment infrastructure
Institutions	Virtual universities
Hospitals	Far distance medics
Jails	Electronic maintenance
Banks	Automatic business
Business centers	Electronic business
Shopping chains	Electronic shopping

Yousefpour, K (2009)

CONCLUSION

As industrialization vastly changed old cities, cyber will form new structure for 21st century. But, this drastic digital revolution has not changed human basic need. Still we eat food in green rural areas, and need shelter to safeguard us from wind and rain, while electronic and digital revolution are underway. This revolution indicates that our materialistic behavior have not been replaced with the passage of time during history.

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