

PURPOSE OF SURVEY:

The aim of this survey is to extend research on the "Boundary Object" in design. The Boundary Object is defined by Leigh Star as a material object that facilitates scientific work because it can be simultaneously read by generalists and specialists. Design Sketches, Computer Games and Web 2.0 technologies can be considered Boundary Objects.

The results from this survey will feed into a research project called "Beyond the Boundary Object" and will be presented at an international architectural conference on computer aided design in 2008.

1: DESIGN SKETCH

1A: Previously to studying Architecture at university on average how often would you make sketches of something that exists in real life (e.g. a portrait or landscape or still life etc)?

- less than once a week
- once a week
- twice a week
- three times a week
- four or more times a week

1B: Previously to studying Architecture at university on average how often would you make sketches of things you were designing?

- less than once a week
- once a week
- twice a week
- three times a week
- four or more times a week

1C: In ARCH1102 how often did a sketch that you drew influence a decision with respect to your UT2004 map?

- less than once a week
- once a week
- twice a week
- three times a week

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four or more times a week

1D: In ARCH1102 how often did a sketch that you drew influence a decision with respect to your blog?

less than once a week

once a week

twice a week

three times a week

four or more times a week

2: COMPUTER GAMING TECHNOLOGY

The Elder Scrolls, Half-Life, Half-Life 2, Jedi Knight series, Marathon, Relic Developers Network, SimCity 4, The Sims 2, UT2004, Deus Ex, Call of Duty, Return to Castle Wolfenstein, Battlefield series, Command and Conquer: Generals, Doom series, Grand Theft Auto Series, Halo, Postal series, Thief series, Tony Hawk series, World of Warcraft.

2A: Previously to studying Architecture at university how many of the above have you played?

none

one

two

three

four or more

2B: Previously to studying Architecture at university how many of the above have you added content to (i.e. modded)?

none

one

two

three

four or more

2C: How often did the UT2004 map that you made for ARCH1102 influence a decision with respect to your sketching?

- less than once a week
- once a week
- twice a week
- three times a week
- four or more times a week

2D: How often did the UT2004 map that you made for ARCH1102 influence a decision with respect to your blog?

- less than once a week
- once a week
- twice a week
- three times a week
- four or more times a week

3. WEB 2.0 TECHNOLOGIES *(UNLESS NOTED ALL OF THE BELOW ARE .COM)*

Youtube, Myspace, Facebook, Orkut, Wikipedia.org, Hi5, Rapidshare, Blogger, Friendster, Fotolog.net, Ebay, Skyrock, Flickr

3A: Previously to studying Architecture at university how many of the above have you visited at least once?

- none
- one
- two
- three
- four or more

3B: Previously to studying Architecture at university how many of the above have you added content to at least once?

- none

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- one
- two
- three
- four or more

3C: On average how often did the content you added to your ARCH1102 blog influence a decision with respect to your sketching?

- less than once a week
- once a week
- twice a week
- three times a week
- four or more times a week

3D: On average how often did the content you added to your ARCH1102 blog influence a decision with respect to your UT2004 map?

- less than once a week
- once a week
- twice a week
- three times a week
- four or more times a week

4. NETWORKS

4A: On average how often did you visit another ARCH1102 students blog? (count individual visits to the same blog; e.g. if you visited one students blog 2 times and another students blog 1 time that equals 3 times in total)

- less than once a week
- once a week
- twice a week

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- three times a week
- four or more times a week

4B: On average how often did you add comments to another students blog?

- less than once a week
- once a week
- twice a week
- three times a week
- four or more times a week

4C: On average how often did content on another ARCH1102 students blog influence a decision with respect to your design sketching, UT2004 map or blog?

- less than once a week
- once a week
- twice a week
- three times a week
- four or more times a week

5. COMMENTS

Please include any additional comments you would like to make regarding any of the sections:

FORMS OF REPRESENTATION

6. How important were each of the following forms of representation in terms of developing your design?

1 = Not important

2 = Of less than Average Importance

3 = Of Average Importance

4 = Important

5 = Very Important

Sketching Sections	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	4 <input type="checkbox"/>	5 <input type="checkbox"/>
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Sketching Axonometrics	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	4 <input type="checkbox"/>	5 <input type="checkbox"/>
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Sketching Perspectives	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	4 <input type="checkbox"/>	5 <input type="checkbox"/>
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Sketching Textures	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	4 <input type="checkbox"/>	5 <input type="checkbox"/>
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3d Modeling using Google Sketchup	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	4 <input type="checkbox"/>	5 <input type="checkbox"/>
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Game Moding using UT2004	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	4 <input type="checkbox"/>	5 <input type="checkbox"/>
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Blogging Research	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	4 <input type="checkbox"/>	5 <input type="checkbox"/>
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Blogging Images and Text	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	4 <input type="checkbox"/>	5 <input type="checkbox"/>
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Blogging Comments on other Students Blogs	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	4 <input type="checkbox"/>	5 <input type="checkbox"/>
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