

## **METADATA**

Title: Space and Narrative - Narrative and Space

**Other Titles:** From the field of narrative functions, to the field of inventive practices of meaning-making and spatial planning and vice-versa

Language: Greek

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## Abstract

The magic of poetic discourse, the inherent dynamics of language to reveal the essence of things is the source of inspiration and the starting point for an architectural design that serves human necessity and supports its aesthetic and meaningful realization. This book is a research project of interdisciplinary scope and multidisciplinary theoretical orientation. A study which examines the relationships, synergies and interactions, which arise or may arise, between the narrative immaterial space of literature and the material anthropogenic space, designed or not and vice-versa. The current research framework deals on the one hand with the possibility of deriving meaning and content from the literary prose representations of spaces (fictional and descriptive) during the process of architectural design, as an effective and valid analytical methodology, and on the other hand examines, by investigating particular cases, the creative challenge that the designed space can be read and experienced

as a broad and diverse narrative. Since every architectural design is not simply a scientific mechanism for managing functional, technical and constructional issues, which can be resolved through scientific consideration, know-how and technology, but primarily constitutes a broad field of artistic creation and communication of meanings and ideas, in the context of which multiple myths and stories are mixed and individual and collective experiences are assembled into a whole. Concurrently, if the transformation of human experience, as proposed by the philosophy of technology, leads to a complex vision, which is based on multi-viewing and the subject's exposure to multiple screens under a constant barrage of stimuli, this particular study investigates the potential synergies between literary-fictional narrative, architectural design, and human habitation in light of interactive dynamic contents based on the use of current 3D digital scene synthesis and spatialization technologies.









