# AN ARCHITECTURE OF NEUROSCIENCE



There is no question that the environment we live in affects our emotions, health, and development of memories. As a designer, how can we use the study of the brain to better understand how to build a better environment for its inhabitants?

Explaining how we experience the world is still much unknown, though neuroscientists have conducted studies that can indirectly help an architect design a environment. Some of the major concepts that influence our experience of a space include; exposure to natural light, views to nature, materiality, way finding, and physiological comfort. These concepts act on our current awareness of an environment through the senses. Our experience being our current awareness at a given time with the added influence of our past memories. Throughout the design process these concepts were explored to better understand how a user may experience a building at a neurological level.

To explore this idea, a Mental Health and Research Center was designed. This typology closely relates with the unifying idea of environmental influence. A study described clinically categorized types of mental illnesses as a result of environmental stresses. The same study also suggested community development as the best course for "a delivery mechanism for a range of explicit and implicit mental health programs. This project would provide opportunity for those in the Fargo community to better understand mental illness and help to bring an awareness to the subject.

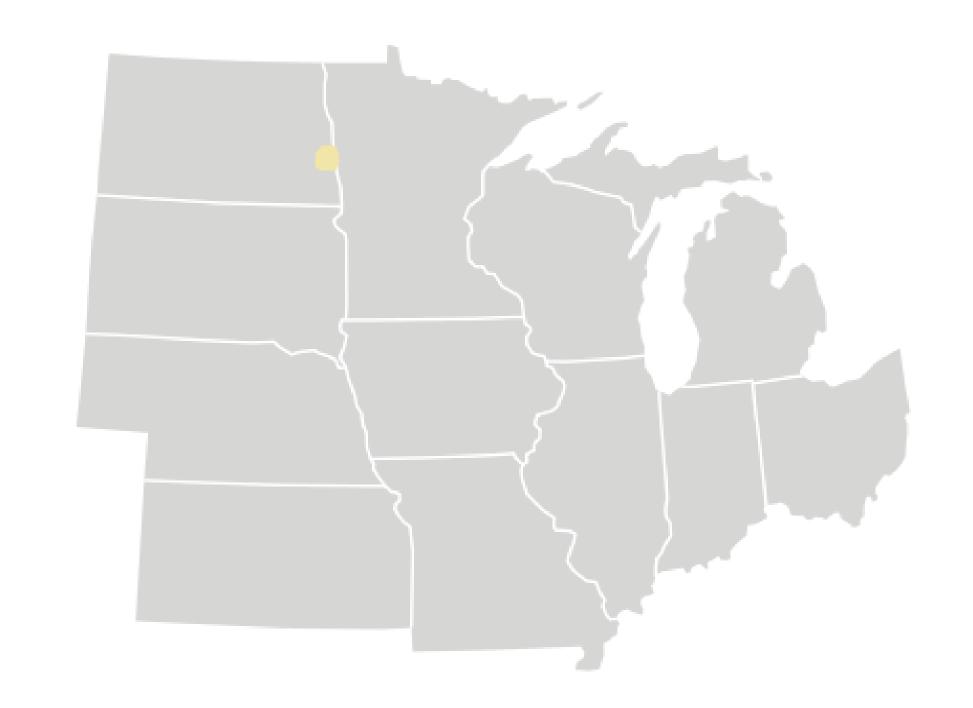


#### MATERIALITY









FARGO, NORTH DAKOTA

#### VIEWS TO NATURE





NORTH

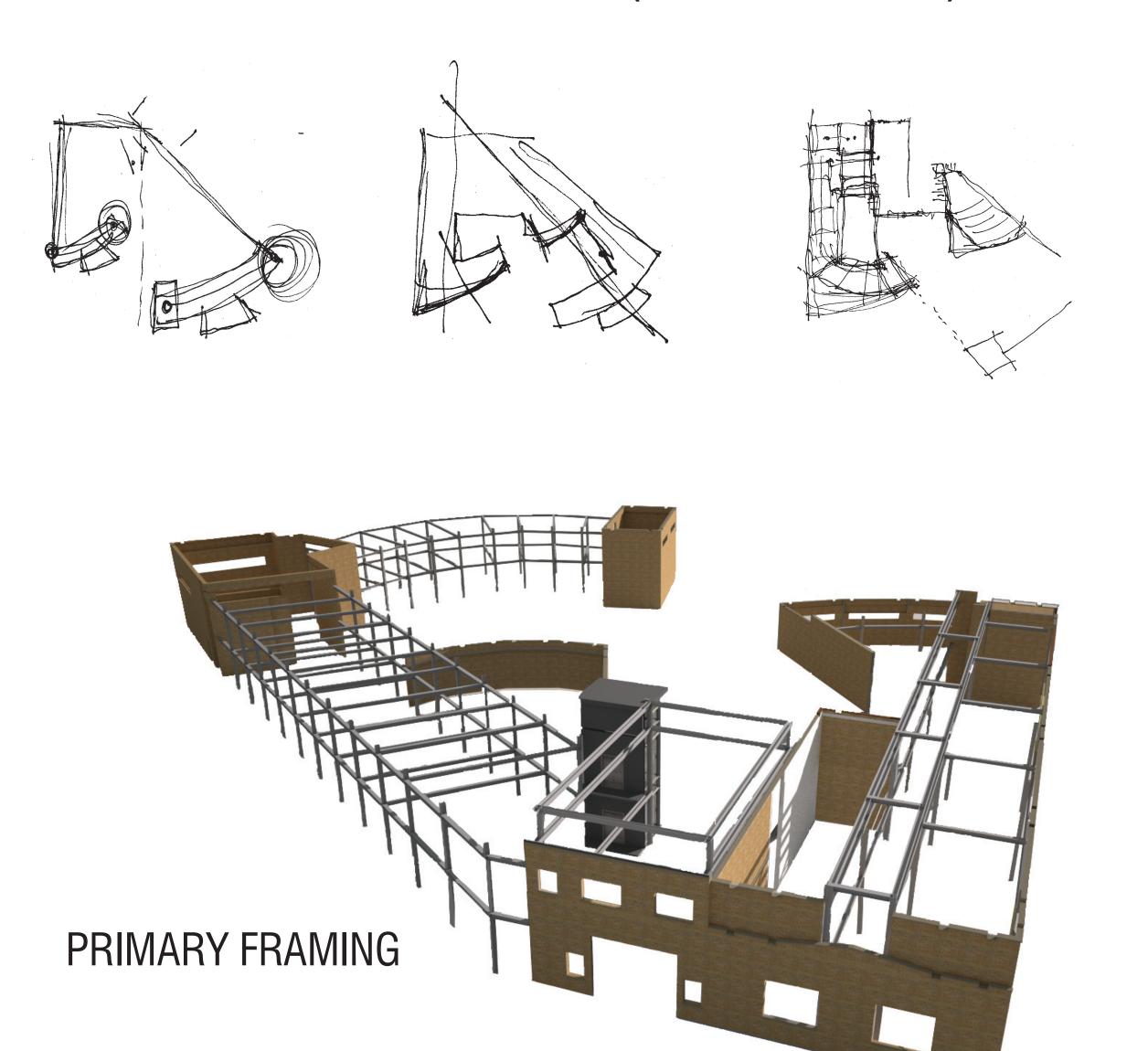


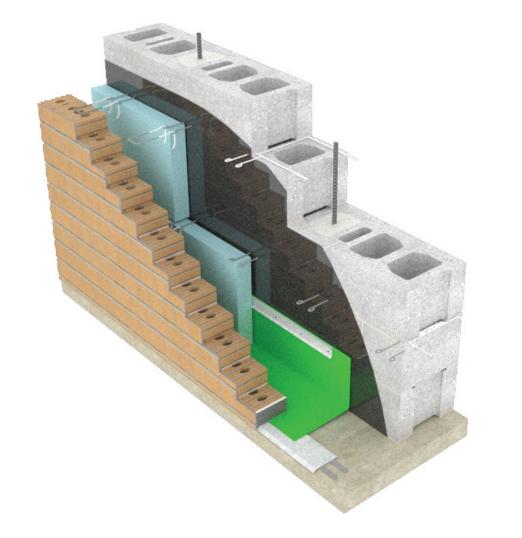
SOUTH



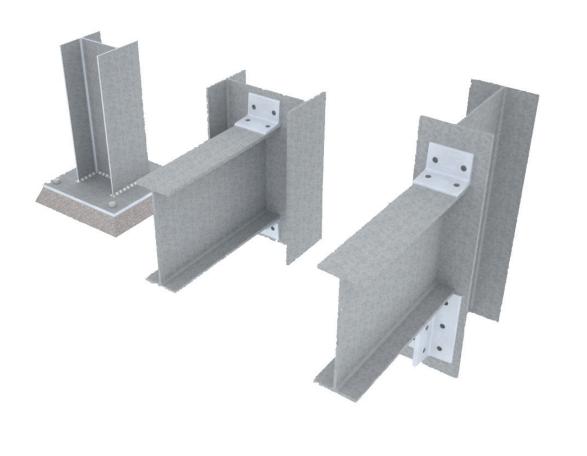
EAST

## NODES FOR CIRCULATION (WAY FINDING)

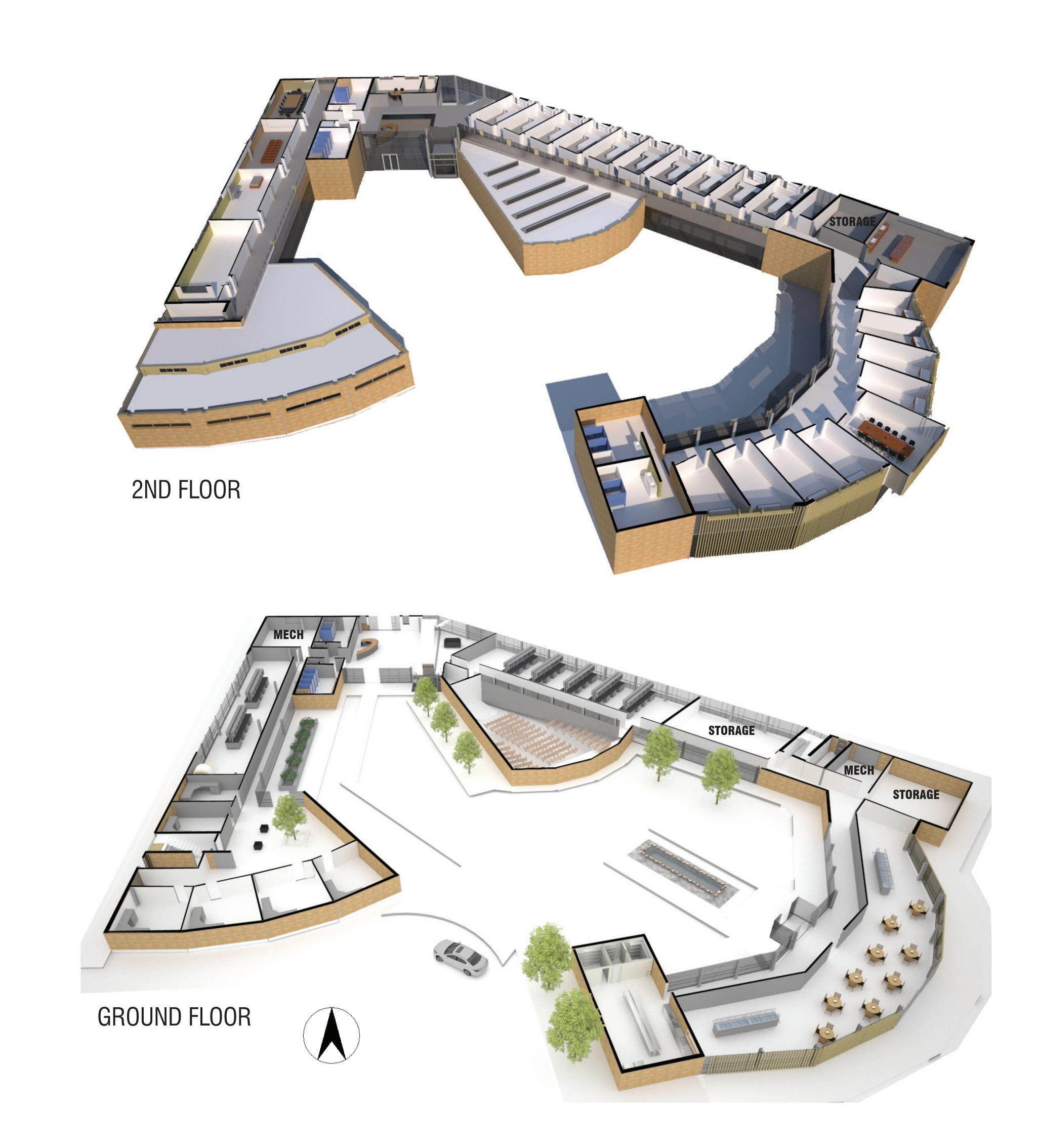




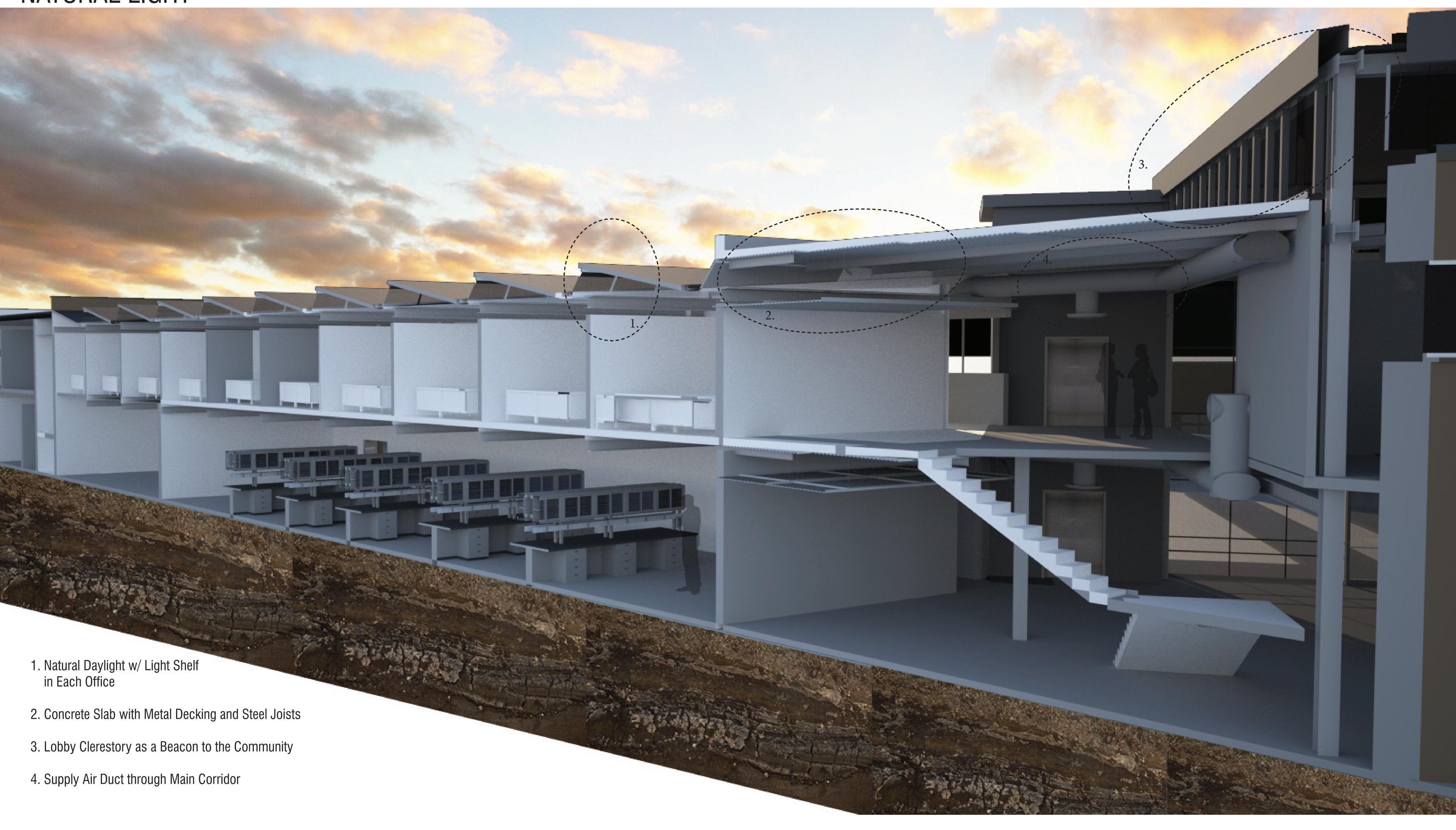




MAJOR CONNECTIONS



### NATURAL LIGHT



An Architecture of Neuroscience ARCH 772 Design Thesis Josh Donnelly Primary Thesis Advisor: Ganapathy Mahalingam SketchUp, AutoCAD, Illustrator, InDesign, Photoshop, Maxwell Render

