Workshop Proposal

We invite you to submit proposals for half-day or full-day workshops in any area related to the field of space syntax. We particularly encourage proposals for highly interactive and collaborative workshops to foster new ideas and learn new skills.

The workshops will take place on the 1st day of the conference.

Workshop proposals should be submitted via a specific template, available below.

Once the proposal is accepted, the text from the workshop proposal will be used to advertise the Workshop in the conference website.

The proposal must be submitted by September 11th, 2023, on the conference submission page.

The name of the file should be the Workshop title (abbreviated if necessary).

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Proposers' Name	Olaf Kammler René Weiser Dr. Sven Schneider
Proposers' Institution (if any)	Bauhaus-Universität Weimar
Proposers' Email	olaf.kammler@uni-weimar.de
Proposers' Short Bio (text up to 200 words)	**Olaf Kammler** Master of Science in MediaArchitecture & Construction, Real Estate, and Infrastructure Management since 2016 Teacher at Chair of Computer Science in Architecture since 2018 Researcher and Developer of the Framework VREVAL since 2022 works at Lichtraum (light space) Architecture Office **Dr. Sven Schneider** 2016 PhD (on the topic *Automated spatial layout design from a user-perspective*) Interim Head of the Chair of Computer Science in Architecture **René Weiser** since 2015 Developer of the Framework VREVAL since 2020 System Administrator for Bauhaus-Universität Weimar
Workshop Title	Using VREVAL for Pre-Occupancy User Studies

Aim and Objectives (describe the aims and objectives of the Workshop, indicating the scope of the workshop as well as why you think that this is a good topic for the 14th SSS)	During a one-day workshop participants will be introduced to the OpenVREVAL framework for Pre-Occupancy user studies in Virtual Environments (VEs). Using a prepared case, a user study will be designed around user-centered criteria such as Navigability, Spatial Perception, Preferred Location, or Design Option Choice. Workshop participants will be introduced to different study modules, such as Wayfinding, Pointing, Questionnaire, and Choice Test, as well as best practices for user-study design. After study design is complete, the user studies will be implemented using the OpenVREVAL web platform. The modelling workflow in Autodesk Revit and Unity will be walked through and model sets will be uploaded to the platform. Checkpoint locations and the model sets will be connected with study modules and the user studies will be finalized for testing. Next, the participants will perform the user studies via desktop application or in Virtual Reality (VR) using a Head-Mounted Display (HMD). Finally, the results of the user studies will be visualized in Autodesk Revit and further analysed statistically using Microsoft Excel. The implications of study results for the design of the station will be discussed and ideas for further development of pre-occupancy evaluations will be outlined. This workshop is intended for practitioners and researchers interested in user-centered building analysis and self-reported user experiences within digital design models. The OpenVREVAL workflow will allow for participants to explore the possibilities of user studies within VEs. The web platform presented is a framework for building studies from modular tasks, running and distributing access to studies, and collecting the study responses in a central location.
Structure (describe the format of the workshop, identifying any keynote speakers, technical information, and so on)	• Introduction to VREVAL (short presentation) • Creating a VREVAL user study (models are provided) • Conducting the user study (using the VREVAL website) • Evaluate the user study (with predefined templates)
Duration (specify the duration of the workshop-whether it is half or full day)	Full day workshop
Specific Requirements (provide any specific requirements you may request from the organising committee for the implementation of the workshop)	• Digital Presentation Wall • 3x shaded empty VR spaces (3x3m) • Group Workspace for Laptops with (if possible) preinstalled software on own device (Autodesk Revit 2023, Lumion Plugin Revit, Unity 2023, and Microsoft Excel 365 – education subscription available.)