

Addressing Hedonism in Architecture: Macro research on Hedonistic Sustainability for Guilt-free Living

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Abstract - We have been suffering the effects of human intervention on environment since a long time and when it comes to counteracting those effects, we consider sustainability as a good option but at the same time the concept of sustainability is drowned in a misconception that it's a question of "how much of our existing quality of life are we prepared to sacrifice in order to afford to be sustainable?". "Sustainability can't be like moral sacrifice, political dilemma or even a philanthropical cause. It's a design challenge." says Bjarke Ingels, the architect who coined the term "Hedonistic Sustainability" or Hedonistically Sustainable architecture. This type of architecture demolishes the notion of sacrifice from sustainability. What if you can have it all? what if you can benefit the environment while not sacrificing pleasures? This study explores the same question. The study aims at comprehending the term as well as to check the plausibility of such architecture in different contexts. It aims at finding out the impacts of such type of architecture on the environment as well as on people and evaluating it in Indian context. The research includes contextual analyses of models under the class of Hedonism in Architecture and sustainable design in order to see whether there's a particular strategy or an approach to utilize components which makes a structure Hedonistic. The outcome incorporates the results dependent on primary information gathering which will be done through existing data in the form of live architectural examples to process the results.

Key Words: Hedonism, Sustainability, Tripolar Model, Futuristic, Design.

1.INTRODUCTION

The term "hedonism", came from the Greek word $\dot{\eta}\delta ov\dot{\eta}$ (hēdonē) for pleasure, refers to several related theories about what is good for us, how we should behave, and what motivates us to behave in the way that we do. All hedonistic theories identify pleasure and pain as the only important elements of whatever phenomena they are designed to describe. If hedonistic theories identified pleasure and pain as merely two important elements, instead of the only important elements of what they are describing, then they would not be nearly as unpopular as they all are. However, the claim that pleasure and pain are the only things of ultimate importance is what makes hedonism distinctive and philosophically interesting.

Philosophical hedonists tend to focus on hedonistic theories of value, and especially of well-being (the good life for the one living it). As a theory of value, hedonism states that all and only pleasure is intrinsically valuable and all and only pain is intrinsically not valuable. Hedonists usually define pleasure and pain broadly, such that both physical and mental phenomena are included.

2. OBJECTIVES

- To research on the contextual analysis of models under the class of Hedonism in Architecture or Hedonistic Sustainability.
- To direct an approach to utilize components which makes a structure Hedonistic.
- To derive a relationship between its impact on the environment as well as the user.
- To discuss the historical intervention of hedonism and their possible applications in today's world.

3. TYPES OF HEDONISM

3.1. FOLK HEDONISM

When the term 'hedonism' is used in modern literature, or by non-philosophers in their everyday talk, its meaning is quite different from the one it takes when used by philosophers. Non-philosophers tend to think of a hedonist as a person who seeks out pleasure for themselves without any particular regard for their own future well-being, or for the well-being of others. Philosophers commonly refer to this everyday understanding of hedonism as 'Folk Hedonism'. Folk Hedonism is a rough combination of Motivational Hedonism, Hedonistic Egoism, and a reckless lack of foresight.

3.2. VALUE HEDONISM & PRUDENTIAL HEDONISM

When philosophers discuss hedonism, they are most likely to be referring to hedonism about value, and especially the slightly more specific theory, hedonism about well-being. Hedonism as a theory about value (best referred to as Value Hedonism) holds that all and only pleasure is intrinsically valuable and all and only pain is intrinsically disvaluable, or more simply, ,pleasure is the only prudential good and pain is the only prudential bad' (Moore & Crisp 1996, p. 599). Value Hedonism reduces everything of value to pleasure.



An important distinction between Prudential Hedonists and Folk Hedonists is that Prudential Hedonists usually understand that pursuing pleasure and avoiding pain in the very short-term is not always the best strategy for achieving the optimal long-term balance of pleasure over pain. Prudential Hedonism is an integral part of several derivative types of hedonistic theory, all of which have featured prominently in philosophical debates of the past. Prudential Hedonism is also an important theory in the debate about what well-being consists of, a debate which is generally seen as epistemically prior to many other important debates in moral philosophy, including how we should live.

3.3. MOTIVATIONAL HEDONISM

Motivational Hedonism (more commonly referred to by the less descriptive label, Psychological Hedonism) is the theory that the desire to encounter pleasure and avoid pain guides all of our behavior. Most philosophical accounts of Motivational Hedonism include both conscious and unconscious desires for pleasure, but emphasize the latter. Epicurus, Jeremy Bentham (1789), and John Stuart Mill (1861) have all argued for varieties of Motivational Hedonism. Bentham used the idea to support his theory of Hedonistic Utilitarianism. Weak versions of Motivational Hedonism hold that the desire to seek pleasure and avoid pain often or always has some influence on our behavior.

3.4. NORMATIVE HEDONISM

The theory that happiness should be pursued (that pleasure should be pursued and pain should be avoided) is referred to as Normative Hedonism and sometimes Ethical Hedonism. There are two major types of Normative Hedonism: Hedonistic Egoism and Hedonistic Utilitarianism. Both types commonly use happiness (defined as pleasure minus pain) as the sole criterion for determining the moral rightness or wrongness of an action. Important variations within each of these two main types specify either the actual resulting happiness (after the act) or the predicted resulting happiness (before the act) as the moral criterion. Although both major types of Normative Hedonism have been accused of being repugnant, Hedonistic Egoism is usually considered the most offensive.

3.5. HEDONISTIC EGOISM

Hedonistic Egoism is the theory that we should, morally speaking, do whatever is most in our own best interests. Because it is a form of hedonism,

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Hedonistic Egoism holds that what is most in our own best interests is whatever makes us happiest that is whatever provides us with the most net pleasure after pain is subtracted. The most repugnant feature of this theory is that one never has to ascribe any value whatsoever to the consequences for anyone other than oneself. For example, a Hedonistic Egoist who did not feel saddened by theft would be morally required to steal, even from needy orphans, if he thought he could get away with it. Would-be defenders of Hedonistic Egoism might point out that performing acts of theft, murder, treachery and the like would not make them happier overall because of the guilt, the fear of being caught, and the chance of being caught and punished. The would-be defenders should surrender, however, if it is pointed out that a Hedonistic Egoist is morally obliged by their own theory to pursue an unusual kind of practical education- a brief and possibly painful training period that reduces their moral emotions of sympathy and guilt.

3.6. HEDONISTIC UTILITARIANISM

Hedonistic Utilitarianism is the theory that the right action is the one that produces (or is most likely to produce) the greatest net happiness for all concerned. Hedonistic Utilitarianism is often considered fairer than Hedonistic Egoism because the happiness of everyone involved (everyone who is affected or is likely to be affected) is taken into account and given equal weight. Hedonistic Utilitarians, then, would advocate not stealing from needy orphans because to do so would usually leave the orphan far less happy and the (probably better-off) thief only slightly happier (assuming he felt no guilt). Despite treating all individuals equally, Hedonistic Utilitarianism is still seen as objectionable by some because it assigns no intrinsic moral value to justice, friendship, truth, or any of the many other goods that are often thought to be irreducibly valuable the other leading theories of right action, especially when it is the actions of institutions that are being considered.

4. THE ORIGIN OF HEDONISM IN ARCHITECTURE

Hedonism is a philosophical system that holds that people are motivated primarily by the production of pleasure and happiness and the avoidance of pain. It takes pleasure as the ultimate standard of morality. It is the highest good, the supreme end of life. A person chooses his or her actions on



the basis of how much pleasure and pain the actions will foreseeably cause. The theories of hedonism have taken many different forms. It has been held by some that man naturally seeks pleasure and avoids pain. So, pleasure in some form is always the ultimate object of desire. We desire everything as a means to pleasure. Pleasure is the normal object of desire. This theory has been called a 'Psychological hedonism', because it simply affirms the seeking of pleasure as a psychological fact.

5. THE FUTURE OF HEDONISM IN ARCHITECTURE

The future of hedonism seems bleak. The considerable number and strength of the arguments against Prudential Hedonism's central principle (that pleasure and only pleasure intrinsically contributes positively to well-being and the opposite for pain) seem insurmountable. Hedonists have been creative in their definitions of pleasure so as to avoid these objections, but more often than not find themselves defending a theory that is not particularly hedonistic, realistic or both. Perhaps the only hope that Hedonists of all types can have for the future is that advances in cognitive science will lead to a better understanding of how pleasure works in the brain and how biases affect our judgements about thought experiments. If our improved understanding in these areas confirms a particular theory about what pleasure is and also provides reasons to doubt some of the widespread judgements about the thought experiments that make the vast majority of philosophers reject hedonism, then hedonism might experience at least a partial revival. The good news for Hedonists is that at least some emerging theories and results from cognitive science do appear to support some aspects of hedonism.

6. THE TRIPOLAR MODEL OF SUSTAINABILITY (WHERE WE ARE)

Hedonistic Sustainability is an approach to sustainable design which provides a new perspective on how buildings can be designed with human experience and enjoyment in mind. This approach could be the next step in pushing sustainable design forward by proactively working towards a pragmatic utopia, rather than by reacting to the current negative situation of global warming. By doing this, it is possible to demonstrate that human lifestyles do not need to be adapted to suit sustainability, rather sustainable design can be adapted to improve human lifestyles.



Fig -1: Tripolar Model Diagram

The 3 E's and variations thereof are widely used in sustainable projects (James, 2016). They are intended to exist without hierarchy (Moir et al., 2012) but are seen as equal aspirations in the practice of sustainability. The definitions for the 3 E's are as follows:

- Ecology (Environment) Our relationship the environment.
- Economics- Our production, distribution and consumption of goods and services.
- Social Equity– Otherwise labelled Social or Society, our society and culture.

Misleading at best, this oversimplification could lead to underestimation of the significant task that is achieving sustainability. While all aspects of the model are meant to be addressed by any sustainable project, the definition and meaning of each aspect are entirely open to interpretation by whoever is undertaking the project. "The abstract character of the terminology makes it almost impossible to find a consensus on what exactly is meant by 'society', 'environment' or even 'economics".

7. PRAGMATIC UTOPIA (WHERE WE ARE GOING)

How should the environment be dealt with and responded to in a utopian urban condition?

The first point Harvey makes is that we should view the city as a living ecological system and as such, cities are a part of the natural world which grows ever more dominant (DAC, 2014). This implies that beyond the importance of social equity and providing a certain quality of life to humans within the urban condition, it is our responsibility to ensure that the quality of the greater ecological condition on which we depend is given equal attention. It is our place as caretakers to protect nature and to work with nature. Secondly, Harvey states that technology is critical to the ecology of cities (DAC, 2014). What he means by this is that the development and



implementation of sustainable technologies in our cities is crucial to making them ecologically sound. Older, unsustainable and fossil-based technologies used in our everyday lives, like transport, household appliances and water provision, need to be replaced with greener, eco-friendly technologies. In terms of ecology, an urban utopia would treat cities as living ecosystems which embrace new, sustainable technologies in an effort to exist in harmony with the environment by respecting and preserving all life on earth.

How does economics fit into an urban utopia and how does capitalism affect the goal of an urban utopia?

Harvey's third and fourth points are in regards to social relations, division of labor and the organization of production systems and their impact on division of labor (DAC, 2014). These points are very closely linked with ideas of social equity, which is indicative of how sustainability is achieved, working simultaneously on each aspect rather than focusing on any particular one. Firstly, social relations and division of labor affect our relation to nature (DAC, 2014). Over the past century urbanization has been driven by capitalist growth, but the competitive nature of capitalism, which is averse to sustainable practices, has given rise to social inequalities in terms of race and gender for example (DAC,2014). These inequalities are part of our current social relation but by using sustainable architecture to form new urban experiences, new social relations and relations to nature can be created. Secondly, how we organize our production systems has an impact on the division of labor (DAC, 2014). Political economic systems which have capitalist interests at heart are currently in place, and these put competition and generation of capital above everything else. This means that current production systems are geared towards the generation of capital, making them inefficient for producing sustainable urban environments. New production systems need to be put in place to create a more sustainable form of urbanization than the capitalist driven urbanization of the past century (Harvey, 2013). In terms of Economics, social inequalities created by the competitive nature of capitalism (DAC,2014) would be overcome and new production systems which are free of capitalist ambitions would have replaced current capital driven production.

Equity Society and User Requirements What effect should a utopian urban condition have on individuals and society as a whole in terms of quality of life and access to urban resources?

Harvey's final two points are closely linked within the aspect of social equity. Our quality of life and our day-to-day experiences are major factors in the shaping of our urban environments (DAC, 2014) and our experiences of our urban environments create mental conceptions of how the world should be, says Harvey (DAC, 2014). It is our job as designers to shift people's perspectives towards sustainability using

architecture to provide of urban life and new urban experiences, which explore improved ways to interact with each other and with nature. By doing this, it is possible to make a positive contribution to the NEP by demonstrating that quality of life does not need to be sacrificed for sustainability. Sustainable design can be adapted to improve human lifestyles and experiences within the urban environment. In an urban utopia, the urban environment is defined by and designed around the equal quality of life and improved urban experiences. The urban utopia should encourage social interaction, increase the quality of life and promote positive attitudes towards sustainability and the NEP.

8. HEDONISTIC SUSTAINABILITY (HOW WE GET THERE)

Danish architecture practice, Bjarke Ingels Group (BIG), founded by Bjarke Ingels in 2005 operates under an intriguing philosophy which encompasses concepts such as pragmatic utopianism and Hedonistic Sustainability (BIG, 2017). Ingles suggests that historically, architecture has typically been divided into two unfertile extremes: eccentric curiosities born of avant-garde utopianism and boring boxes of capitalist pragmatism (BIG, 2009). BIG believe that pragmatic utopian architecture occurs when architects work within the fertile overlap between the two fronts (BIG, 2009).



Fig -2: Hedonistic Sustainability Model

Amager Bakke is an innovative design which responds well to every aspect of the Hedonistic Model of sustainability. BIG's ambition to design not only a power plant, but a sustainable ecosystem at an urban scale that works for the people of Copenhagen, has resulted in a socially sustainable landmark which draws attention to Copenhagen's worldleading effort to reduce fossil energy and waste. Most importantly, in Amager Bakke, BIG have designed an aesthetic answer to what is traditionally an ugly and unwanted typology. Instead of trying to hide the waste-to energy plant, it will become an icon of sustainable design. At the architectural



scale, this state-of-the-art waste-to energy plant sets a new bar for ecological performance, energy production and waste treatment. Ole Hedegaard Madsen, the Director of Technology and Marketing at Babcock & Wilcox Volund explains: "It is a multi-purpose plant that is already catching the eyes of the world because of its local appeal. The plant provides energy and waste treatment, and will be an architectural landmark and a leisure facility. The novelty of the project is the combination of ingenious technology and innovative architecture in a project dedicated to the local community" (Babcock& Wilcox Vølund, 2015).

9. CASE STUDIES DEPICTING HEDONISM IN ARCHITECTURE

9.1. COPENHILL / AMAGER BAKKE

Architect: Bjarke Ingels (BIG)

Location: Copenhagen (Denmark)

Project Year: 2015

Client: Helsingr Municipality, Helsingr Maritime

Museum Area-41000m²



Fig -3: Copen hill, Denmark

Design Copen Hill, also known as Amager Bakke, opens as a new breed of waste-to energy plant topped with a ski slope, hiking trail and climbing wall, embodying the notion of hedonistic sustainability while aligning with Copenhagen's goal of becoming the world's first carbon-neutral city by 2025. Copen Hill is a 41, 000m² waste-to-energy plant with an urban recreation center and environmental education hub, turning social infrastructure into an architectural landmark. Copen Hill is conceived as a public infrastructure with intended social side-effects from day one. Replacing the adjacent 50-year-old waste-to-energy plant with Amager Resource center (ARC), Copen hill's new waste incinerating facilities integrate the latest technologies in waste treatment and energy production. Due to its location on the industrial waterfront of Amager, where raw industrial facilities have become the site for extreme sports from wakeboarding to go-kart racing, the new power plant adds skiing, hiking and rock climbing to thrill seekers' wish lists.

The internal volumes of the power plant are determined by the precise positioning and organization of its machinery in height order, creating an efficient, sloping rooftop fit for a 9,000m² ski terrain. At the top, experts can glide down the artificial ski slope with the same length as an Olympic half-pipe, test the freestyle park or try the timed slalom course, while beginners and kids practice on the lower slopes. Skiers ascend the park from the platter lift, carpet lifts or glass elevator for a glimpse inside the 24-hour operations of a waste incinerator. Recreation buffs and visitors reaching the summit of Copen Hill will feel the novelty of a mountain in an otherwise-flat country. Non-skiers can enjoy the rooftop bar, cross-fit area, climbing wall or highest viewing plateau in the city before descending the 490m tree-lined hiking and running trail within a lush, mountainous terrain designed by Danish Landscape Architects SLA.

Meanwhile, the 10,000m² green roof addresses the challenging micro-climate of an 85m high park, rewilding a biodiverse landscape while absorbing heat, removing air particulates and minimizing storm water runoff. Beneath the slopes, whirring furnaces, steam, and turbines convert 440,000 tons of waste annually into enough clean energy to deliver electricity and district heating for 150,000 homes. The necessities of the power plant to complete this task, from ventilation shafts to air-intakes, help create the varied topography of a mountain; a man-made landscape created in the encounter between the needs from below and the desires from above. Ten floors of administrative space are occupied by the ARC team, including a 600m² education center for academic tours, workshops and sustainability conferences. Rather than consider ARC as an isolated architectural object, the building envelope is conceived as an opportunity for the local context while forming a destination and a reflection on the progressive vision of the company. The slope of the roof winds around the building till it touches the ground, reducing its enormous mass and adding interest to the façade. The façade itself is a sort of green wall with planter boxes installed all over in a checkerboard grid that lends it texture, the large glass-paneled windows providing thorough porosity. One external wall is also planned as a rock-climbing wall to add to the adventure sports setup, already being referred to as Amager Bakke



(Amager Mountain) vindicating the designers' idea of 'building as landscape'.

9.2. LEGO HOUSE

Architect: Bjarke Ingels Group (BIG)

Location: 7190 Billund, Denmark

Project Year: 2017

Client: LEGO

Area-12000m2



Fig -4: LEGO House, Denmark

Design The Lego House enables everyone realizing his dream of entering a "real" Lego building in Billund, Denmark. On the exterior, terraced of colorful rooftops serve as a public playground. For the interior, it includes three restaurants, conference facilities, a store, and four "Experience Zones." Each Zone is color-coded: red for "spontaneous creativity and free-building," blue to "put your cognitive skills to the test," green to "roleplay with your own characters and stories" and yellow to "play with emotions."

LEGO House was designed by the architectural firm BIG (Bjarke Ingels Group) and consists of 21 white bricks stacked on top of each other. It is covered with tiles, giving the illusion that the whole building is made of LEGO bricks. The building covers an area of 12,000 m². On the ground floor, you will find three restaurants, a LEGO Store, a conference room and the 2,000-square meters LEGO Square. The experience zones comprise four colored play areas, a large gallery of LEGO creations built by fans and a large exhibition about the history of the LEGO brand - including 200 of the most iconic LEGO boxed sets. "All activities in the house are related to our LEGO philosophy that learning through play promotes innovation and creativity. Play runs through the LEGO Group's DNA, and it is really brought to life in LEGO House. Everything from experience zones and outdoor areas to our restaurant concepts is based on play and creativity, so no matter what you do in LEGO House, it will have something to do with playing." Jesper Vilstrup, LEGO House CEO.

Due to its central location in the heart of Billund, the 23 m tall LEGO House is conceived as an urban space as much as an experience center. 21 overlapping blocks are placed like individual buildings, framing a 2,000 m² LEGO square that is illuminated through the cracks and gaps between the volumes. The plaza appears like an urban cave without any visible columns and is publicly accessible, allowing visitors and citizens of Billund to shortcut through the building. "LEGO house is a literal manifestation of the infinite possibilities of the LEGO brick. Through systematic creativity, children of all ages are empowered with the tools to create their own worlds and to inhabit them through play. At its finest - that is what architecture – and LEGO play – is all about: enabling people to imagine new worlds that are more exciting and expressive than the status quo, and to provide them with the skills to make them reality. This is what children do every day with LEGO bricks - and this is what we have done today at LEGO House with actual bricks, taking Billund a step closer towards becoming the Capital for Children." Bjarke Ingels, Founding Partner, BIG.

The LEGO square is energized by an urban character, welcoming locals and visitors to the café, restaurant, LEGO store and conference facilities. Above the square, a cluster of galleries overlap to create a continuous sequence of exhibitions. Each gallery is color-coded in LEGO's primary colors so wayfinding through the exhibitions becomes a journey through the color spectrum. The first and second floors include four play zones arranged by color and programmed with activities that represent a certain aspect of a child's learning: red is creative, blue is cognitive, green is social, and yellow is emotional.

Guests of all ages can have an immersive and interactive experience, express their imagination, and not least be challenged by meeting other builders from all over the world. The top of the building is crowned by the Masterpiece Gallery, a collection of LEGO fans' beloved creations that pay tribute to the LEGO community.

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10.] OF DIF S.N o.	DESIGN APPROACH & II HEDONISTIC SUSTAINA FERENT BUILDINGS project	MPLEMEN BILITY IN design approach	HEDONISTIC SUSTAINABILI TY VALUE Hedonistic: The pleasure of living	5.	LEGO HOUSE	The LEGO House could be conceived as a village for playing and learning – an urban space as much as architecture.	Hedonistic: The pleasure of living in a colorful interior and monotone exterior. Sustainability: Integration of making both adults and children to feel the creative presclibilities Long
I.	KOVALAM BEACH RESORT	Construction is in traditional vernacular of Kerala-: plaster walls with red tiled roofs	pressure of inving in the mountains beside the sea Sustainability: It minimizes the need for enclosing walls to keep out the sun and rain. From within the pavilion, one's line of vision is deflected sharply downwards to the grass, which is refreshing and blissfully therapeutic on a hot day.	6.	VM HOUSE	The VM house shaped in V and M is designed in such a way to provide emphasis on daylight and views.	possibilities Lego can provide. Hedonistic: The pleasure of living in horizontal residences specifying on daylight and privacy. Sustainability: All apartments have a double height volume to
2.	CENTRE FOR DEVELOPMENT STUDIES	The design is a response to the sloping contoured site and seems to grow out of it.	Hedonistic: The pleasure of living with the nature. Sustainability: To keep the interiors of the computer building cool. The air trapped in between acts as insulation and keeps the interiors cool.	7.	THE MOUNTAIN PROJECT	The parking building is likened to a mountain, and then dwelling is placed on it (the experience of settlement life on the mountain). Design residential blocks like in the mountains, while Copenhagen is a city without mountains.	the north and wide panoramic views to the south. Hedonistic: The pleasure of living in the mountains; Sub-urban life in urban density. Sustainability: Integration of two building functions; Natural lighting, fresh air, views, and
3.	THE TOWER OF THE SHADOWS	The structure is specially designed in a way to study the solar movement. This will help in	Hedonistic: The pleasure of living with light and shadows. Sustainability: It is a tall, open sided hall which provides sufficient shade				parking in each residential unit; Roof Garden with irrigation from rainwater collection technology Hedonistic: Horizontal
		obtaining low temperatures in hot countries when the temperature is so high.	g low sufficient shade. The structure is precisely aligned on the north-south the axis so that it agreeably interrupts the severe symmetry of the enormous square. 8.	THE 8-HOUSE	The experience of normative residential life (horizontal land) such as on a city roadside with bicycle and pedestrian paths to access various facilities.	residential life inside a vertical housing (pedestrian path for walking and biking). Sustainability: Integration of various facilities	
4.	STRATA SE1 The str design develop rise res building focu prov sustainat through effici	The structure is designed to develop a high- rise residential building with a	Hedonistic: The pleasure of living at heights in an energy efficient building Sustainability: It depicts a sustainability strategy to minimize its impact on the environment by reducing the total energy consumption.			Transform the idea into vertical residential typologies on confined land.	in one residential block area; Roof Garden to reduce the effects of urban heat island; rainwater collection technology.
		focus on providing sustainable living through energy efficiency.		9.	COPENHILL / AMAGER BAKKE	Making the incinerator facility community- friendly (obscuring the image of industrial buildings); Making	Hedonistic: Mountain recreation (ice skating, hiking, wall climbing).



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			Quarter 1, 1111	. –				
		"mountains" for recreation Copenhagen community.Mount ain recreation in an area without mountains; Recreation on top of industrial facilities (incinerator).	Sustainability: Turn obsolete incinerator into a green building landmark; Educational facilities about sustainability for the community (waste-to-energy plant); large roof garden for new natural ecosystems; New recreation area.			URBAN RIGGER	The urban rigger	water and have to design the land; a swimming bath in reverse, reinterpreting the water that is there by adding land. Hedonistic: The blocks are angled with their ends overlapping to frame a shared garden in the center of the
10.	LOOP CITY	The focus of the plan is largely on reimagining the residential and industrial areas to the west of central Copenhagen that were developed in accordance with the Finger Plan.	Hedonistic: The pleasure of living in green spaces with connection between the spaces. Sustainability: All areas incorporate concepts like green roofs, photovoltaic cells and electric cars.		14.		carbon neutral property made from upcycled shipping containers. 'The housing is also buoyant, like a boat, so that can be replicated in other harbour cities where affordable housing is needed, but space is limited.'	mobile platform – also intended to protect the housing from the threat of rising sea levels. Sustainability: Urban Rigger aims to provide low-cost housing for students in the Centre of the Copenhagen, docked in the harbour.
	DANISH PAVILION	A spiraling path was mounted on the loop, its edge demarcated in the ubiquitous blue color of Danish cycling tracks, both coolly shaded by the perforated steel façade.	Hedonistic: The pleasure of living and riding on a loop. Sustainability: The pavilion is a monolithic structure in white painted steel which keeps it cool during the Shanghai summer sun due to its heat-reflecting		15.	THE TWIST MUSEUM	The Twist, opens as an inhabitable bridge torqued at its center, forming a new journey and art piece contemporary art institution doubles as infrastructure to connect two forested riverbanks.	Hedonistic: The visitors experience the twisted gallery as though walking through a camera shutter. Sustainability: A simple twist in the building's volume allows the bridge to lift from the lower, forested riverbank in the south up to the hillside area in the north.
11.			characteristics.			VIA 57 WEST		Hedonistic: At the upper levels, the apartments are organized on a fishbone layout, orienting the homes towards
12.	SERPENTINE GALLERY PAVILION	This is a wall of translucent blocks that has been "unzipped" to create a curving, cavernous interior.	Hedonistic: The pleasure of living inside Fiberglass blocks to which visitors can climb like a mountain. Sustainability: Visitors will be invited to climb up the exterior, but only as far as a slender metal wire that acts as a barrier.		16.		By keeping three corners of the block low and lifting the north- east portion of the building, the courtyard opens views towards the Hudson River and brings the low western sun deep into the block.	the view of the water. Large terraces are carved into the warped façade to maximize views and light into the apartments, while ensuring privacy between the residents. Sustainability: The primary materials of the apartments are oak wood floors and cabinets. and
13.	HARBOUR BATHS	The Harbour Bath completes the transition from land to water, making it possible for the citizens of Copenhagen to go for a swim in the middle of the city.	Hedonistic: an urban harbour landscape with dry-docks, cranes, piers, boat ramps, buoys, playgrounds and pontoons. Sustainability: With the harbour, we have some				Plant and animal	white porcelain tiles in the bathrooms.
					17.	THE DRAGONFLY PROJECT	framing is arranged throughout the Dragonfly's steel and glass set of wings so as to maintain proper	reconstite: This urban farm, perhaps more appropriate for Dubai than New York, is intended to be cultivated by its own



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		and reuse of biowaste.	Initiation of self- closing the loop of self- sustenance. Sustainability: The spaces between the wings are designed to take advantage of solar energy by accumulating warm air in the exo-structure during winter. Cooling in the summer will be facilitated through natural ventilation and vapor- perspiration from the plants.
18.	THE HYPERLOOP PROJECT	Hyperloop is a sealed tube or system of tubes with low air pressure through which a pod – usually with two seats – can travel more or less free of air resistance or friction.	Hedonistic: The pleasure of travelling in vacuum and at the highest speed. Sustainability: It could transport people or objects at hypersonic speeds while being very energy efficient.

questions and ambiguities in the use of its concepts and tools. This paper explains about this method and its applications in architecture apart from the literature review, definitions and tools. It is hoped that this article has been able to solve a small part of the study vacuum in this area and to give some solutions in its practical application and implementation.

S.NO.	ARCHITECT	BUILDING	TYPE OF SUSTAINABILITY						
			ECONOMIC	ECOLOGICAL	SOCIAL	AESTHETIC	ADAPTIVE	HEDONISTIC	
1.	CHARLES CORREA	KOVALAM BEACH RESORT	1	1	1		1	*	
2.	LAURIE BAKER	CENTRE FOR DEVELOPMENT STUDIES	1	1	1	1	1	1	
3.	LE CORBUSIER	THE TOWER OF THE SHADOWS	1	~	1	1		1	
4.	BFLS	STRATA SEI	1	~	1			1	
5.	BIG	LEGO HOUSE		~	1	1		1	
		VM HOUSE		1	1	1		1	
		THE MOUNTAIN PROJECT		1	1	1	1	1	
		THE 8-HOUSE	1	1	1	1	1	1	
		COPENHILL / AMAGER BARKE	1	~	1	1		1	
		LOOP CITY		*		1		1	
		DANISH PAVILION		~	1	1		1	
		SERPENTINE GALLERY PAVILION	1	~	1	1	1	1	
		HARBOUR BATHS	1	~	1		1	1	
		URBAN RIGGER	1	~	1	1	1	1	
		THE TWIST MUSEUM		1		1	1	1	
		VIA 57 WEST		1	1	1		1	
6.	VINCENT CALLEBAUT	THE DRAGONFLY PROJECT	1	~	1	1	1	1	
7.	ASTIN JOHN	THE HYPERLOOP PROJECT		1	1			1	

11. CONCLUSIONS

The term 'hedonism' and provided a broad overview of Prudential Hedonism, including its history, main variants, and the major criticisms directed at it. The disambiguation in this chapter (particularly between Prudential Hedonism and other types of hedonism, and between internalist and externalist accounts of hedonism) will help to identify the scope of the experience machine objection to hedonism. The experience machine objection to hedonism was the only major criticism that was not discussed in any detail in this chapter. At the present time, the traditional techniques of research methodology such as questionnaires, scrolling and survey forms are less used. Many researches use penetrating techniques in the depths of the minds of individuals so that they can achieve to realities and can reduce error rates as much as possible. The purpose of this paper is to depict a clear and comprehensive picture of neuroscience, as well as demonstrate the practical and empirical aspects of the tools of this science in the field of architecture. A better understanding of neuroarchitecture (neurological architecture) may increase our knowledge of the basic concepts related to human and the environment. The neuroarchitecture is shown as an interdisciplinary orientation and the scientific fields of its subset. the areas of application of neuroarchitecture as a particular orientation and in architecture as general orientation have been specified. In spite of implicit utility, neurological architecture (neuroarchitecture) is still in its early stages, and many studies and researches have to be done in this regard. In spite of the growth of its concepts, there are still many

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