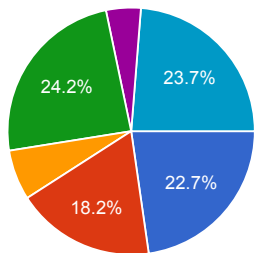


198 responses

Summary

I've worked with an architect on the following project:



I haven't worked with one, but I know one	45	22.7%
Residential Architecture (single occupancy)	36	18.2%
Residential Architecture (multi-dwelling)	13	6.6%
Commercial Architecture (office buildings, retail, restaurants etc)	48	24.2%
Healthcare Architecture (hospitals, assisted living facilities, doctors offices etc).	9	4.5%
Institutional/Civic Architecture (schools, libraries, town halls, jails, recreation centers, fire/police departments etc)	47	23.7%

My own field is...

- journalism
- landscape architecture
- Psychology
- librarian
- Sales/Estimator for Millwork and Building Materials
- Engineering
- User Experience
- Literature and Language
- sales
- Passenger Railroad & Subway car Maintenance
- Comunication
- Marketing
- Arts education/management
- Architecture student
- Real estate developer
- Music Production
- Lighting design
- proyect

housing
Computer Science
computer software development
Musician
Construction Consultant
graphic design
Municipal attorney - zoning
Enterprise Architecture
Public Relations
Archaeology
Architectural Woodworking
Architecture criticism
Architecture Student
Interior Design Student
Sales
museum work
Interior Design Project Manager
I m student of architecture
Graphic Design
architecture student
Investment Analysis
Partner in development company
Computer science
architecture student
Developer
market development
Construction/Graphics
Architectural design
Urban planning
Business Consultant
Estimator at a Glazing COntractor
Interior design
Construction Management
Community Engagement on a HUD planning grant
Planning
Translation and Interpretation
Law
Building Designer/Interior Designer
Creative Operations
Urban Planning
Wayfinding and accessibility
cabinet making

Construction
Pastor
Urban Planning
bicycle retail
Arts and culture
Interior Design
General Construction Estimator
Real Estate Development
Student
Landscape Architecture
Art
Communications
Development surveying
chemistry
Architectural Design, especially "Kitchens" now.
Furniture design
architectural technologist
Biology
physical therapy
Medical Equipment Planning
Urban Studies
specifications and project management
Architecture design
Psychology/Community work
Architecture
UX and Service Design
architecture
Tech and Digital Businesses
Architectural Visualizations
Lighting Design
landscape architect
Consulting
Flooring
student
Community Engagement/Communication
Structural Engineer
Structural Engineering
Arts
pharmaceuticals
Commercial Real Estate
CAD Training
accounting & finance

Information Technology - Solution Architect
transportation engineering
Real estate developer and general contractor
Production Manager of an Architectural Molding Company
IT
Urban/Environmental Planning
Sustainability
Design
Writing
Human Computer Interaction
graphic layouter
City Planning
Philosophy & Engineering
interior architecture
Mechanical Engineer/Energy Consultant
Yoga teacher & artist
career counselor
journalism/writing
iT
construction business
Consulting
Real Estate Development
engineering
interior design
Graphic design
Web Analytics and Digital Marketing
Landscape Architect
Administration
Spatial Analysis/Retail Design/Wayfinding & Graphics
Urban Geography and Economics
Urban Sociology
Structural engineering
Interior Architecture
Communications Design
Director of Design for Marnell Architecture in Las Vegas (Architect/Interiors/Branding)
LA
Information Technologies
Civil Engineering
Education
Industrial Design/Research
MarCom
Construction

retired pastor/nursing home administrator

Web design

hotelier

Consultant

Customer Experience

If there's one thing architects do well, it is:

clever use of space

Blow their own horn

collect \$

Defining the space we work, live and play in.

Dream creative dreams; and make their own office spaces far more attractive and interesting than engineering office spaces are.

Talk about how their building should be the dominant element.

looking at what other architects do and try to do it the same way and still remain cool about it. Excellent skills in staying inside the box!

Making pretty boxes.

Think about outer form

This really depends, younger ones can think holistically very well, with a particular regard to the occupant experience and sustainability; older ones can be (though not always) more dictatorial and inflexible.

Have a vision for what they want in a building

Make the drawings

Draw

broad knowledge of many more design ideas/elements, different building materials, and big picture thinking instead of focusing on one room or function.

Think a lot about conceptual and abstract ideas in an effort to establish rules that will help inform and build the building.

Able to translate owners brand and culture into a building form.

work long hours. They are generally committed to working a long time.

Having very good knowledge in the field, that means they make the customer feel comfortable because they know what they're doing.

document building specifications in order to minimize any liability on their part while meeting budgets and deadlines

Think spaces based on intended use.

Ascertain the purpose of a space - what its owners want to use it for. And from there iterate through design decisions through collaboration with the client and other architects to produce a final design that meets the needs of the client. understanding the use of a space has been aided by our friendship with the architect and thus their understanding of how we function and are likely to use a space. Experience on our previous projects has also helped to strengthen their knowledge of how we want something to be done, Whether that be the little details, preferred materials, etc.

Changing up drawings and making mistakes

Spend money - focus on the aesthetics, but not the practical aspects of the design

After some 20 years designing the insides of houses for clients from all backgrounds and budgets. Architects

have sometimes created really nice exteriors to buildings being sympathetic to the surrounding areas and following any local conservation.

Create an end result from an idea (which could have started out as a simple hand drawn sketch).

make buildings code compliant that look really pretty

Concepts

Force their ideas on others.

Make spectacular buildings/envelopes that people visit instead of looking at what's inside... People don't visit the Guggenheim Bilbao for its collection and exhibitions...

Draw conceptual sketches to illustrate ideas.

Sell their services, and create buildings that get noticed (for better or for worse)

Planning

Experiment with materials, get developers to desire more than the cheapest white drywall box.

the ability to conjure space and light from thin air

think they are fantastic

Defining a compelling vision for a building with a coherent sense of place.

manage a project . . . not necessarily "LEAD" the project, but manage it.

Shells and structures.

Having so many things under control (dimensions, constructive processes, electricity, confort, etc).

Architects that I have worked with on past projects have always done a remarkable job of making the building/space look as though the best, most expensive materials were used to build it. Now, sometimes they were - but I have always been the most impressed by the projects where I knew the construction budget was tight but the design team managed to put together a space that looked like it cost more than it did.

Honestly, most architects I've met have been somewhat self-centered. They think they can design anything and everything. They undervalue people like me. My position has often been degraded to enhancing their vision, not providing comfortable places for people outdoors.

talking

observe people

dictate behind a desk and out of touch with there employees.

think outside the box

Make the physical environment look interesting from afar.

Architects do this well... they have a design idea that they have envisioned at some point in time and they keep it in their back pocket to be used in a future project.

Putting ideas from the mind to paper.

Admittedly, I answered the next question first because this one was more challenging to answer without being contradictory to the first. I would say architects are aware of their legacy, which is helpful in considering the permanency of the structure within a community.

structurally sound buildings, most of the time,

Provide accessibility in new and retrofitted buildings, and incorporating the expressed perceived desires of their clients into projects, budget permitting

architecture

ADA, permitting, and code requirements. Okay, maybe that's 3, but they're all the same.

envisioning from nothing

on a renovation project: measure the existing structure and tell you what won't work or what won't be allowed by council

Visualize in three dimensions.

i guess architects figure out the required spaces well, just like one a user would be comfortable in. and they are able to gauge that according to variety of users,like in case of starbucks - from the point of view of a customer, a kid who has accompanied the customer, and different employees of starbucks itself.

Good architects are good generalists. They balance the needs of all the engineers, the owner, the users and the contractors who have to build the building. This is increasingly hard to do as the number of products is increasing logarithmically and building codes, energy codes state health codes (for hospitals) are also becoming more complex. Budgets and schedules are also becoming tighter for the contractor and the combination of all these factors often disallows any of us from doing a great job... we all settle for done designing buildings, places, interiors of all sorts on idiotically constrained schedules, working 6 or 7 days a week while staying up to date on vast piles of regulations, codes, materials, options, and suffering their competitors', potential clients', developers', starchitects' day in the sun while getting few of their own; earning glorified clerical wages for decades on end; noting that the AIA does little or nothing to alter the lives and prospects of every-day working architects.

Architects can be good at a few things; material selection, positioning the building on the property, practical design if their bent is that direction, beauty.

Create 3D models.

design beautiful looking buildings

Volunteering and learning by doing.

Designing spaces per established codes

Identifying many potential ways to make a space look good and fit lots of things.

Design very good elevations to make the house look very good from outside. Draw good floor plans based on clients state requirements and budgets that optimize air flow and natural light to create good living spaces.

Create experiences through spaces and generating home solutions for people around the world.

Believe in themselves and have self-confidence.

Supervising that buildings get made according to standards.

Make me feel uncomfortable in the space they design

Try to design and build structures.

make inhabitable art

Design shitty museums that don't have any walls to display art. They look cool but are not really functional on the inside.

Act smart, make pretty drawings and work hard doing that.

Drawing...

Are faster to design using of new products, and do not spec common finishes. It seems that when they get a new product pitched to them they will spec it. this especially true for commercial buildings and high end buildings.

Making buildings that are visually interesting

Distribute spaces in order to have a practical and functional space

Normally they are good in design and project comfortable spaces

make a simple room look elegant

talk

Bringing imagined forms to reality on paper.

Architects are great at designing a pleasing exterior facade and successful building structure.

Patience with ideas and thinking things through.

I'd say the way they read the nature just to try to mimic their thoughts and dreams and create buildings with that mix They are passionate and stubborn

Planning.

Produce sketchy images of (one or another aspect of) three dimensional space visually or in words, in a style which somehow seduces people into "wanting" to buy it.

They think differently aka creatively.

Convincing people to buy their weirdest design concept.

work under pressure

Knowledge of building techniques and different forms a building can take.

Most of them--exercise their egos.

Condensing complex problems and having a clear picture of the scope. Very similar to Information Architects.

Designing over budget

Making medium quality living spaces.

Thinking "pretty".

Draw lots of straight lines.

Generate new ideas and think outside the box.

Structure, plan and considerate space for projects that take it for granted.

having a vision of what they want

drawing lines

They design beautiful places, they think about the natural lighting and how symmetric it can be.

Architects are very good at designing buildings that look good from the exterior. This is particularly true of buildings when viewed from a distance.

Conceptualize their creativity in ways that allow others to see a representation of building elevations

Pleasing their clients

Designing empty spaces... I work as chief designer in the [REDACTED]

[REDACTED] I just realize that your article is true, we sometimes design just for our chiefs, we create great spaces but we are kind of disconnected from true users...

Communicate visually. I've seen architects unsuccessfully try to explain an idea to someone who clearly didn't get it, then reach for a pencil and paper and quickly sketch it out...and the idea was made perfectly clear. Almost every architect I know has an iPad -- no surprise.

Being trendy, talking about being true to materials (I guess it means exposed concrete fascades and the way materials meet - only architects care about it). They are good at "pulling it off" - being funded for monstrous projects, which replace some really valuable historic centers (London is a good example).

solve problems

Creating well designed spaces in a design sense, good craft, broad knowledge of materials and attention to detail, and creating things that are valuable in terms of cost to effect of the space.

make spaces feel cozy and comfortable, (if it's a home) make people feel they are in a "shared space" (if it's institutional) in the "shared space" there is almost a feeling of secular sacredness to the spaces, sometimes, with the soft light and openness.

Responding to client's needs - bringing the costs down in constructing buildings. They also do a good job coordinating with building officials from cities, and project managers/tradespeople who are constructing their projects.

try to be up to date with fashion

Create beautiful presentations of architecture

Sketch and articulate designs in a physical form. Manage projects.

Get to the point, or the structure

think up awesome schemes that have to be scaled back in the face of budget cuts.

Dream

Dream.

Wearing scarves.

Use space wisely, economically; tied with their ability to follow code which is really important to the professional on the other side of the desk who interprets and applies that code. Having worked with different architects across the spectrum, I can say that some do a much better job than others. Residential architects working directly with their end users are fabulous! However, any commercial project they are listening to their client - as they should be - and providing a product the client is seeking. I have witnessed projects by developers (nee, not architects) where the objective is to cram 10 pounds of less-than-desireable-construction into a 5 pound space. This is the program for the architect. Who created "corporate architecture" or the marketing a product or experience by the signs of the buildings (how do you spot a Wal-mart from a Target from half a mile away?). I would bet this was the high moneyed team rather than some architect's dream to make ugly boxes adorned with simply a red or blue stripe (and aren't the color choices ironic?). People are skittish, moody, fickle. The architect is simply responding to the current trends in the market. When coffee shops become passe', that style will make way for the new thing.

Safe Building Structure

Big-picture thinking for a space. Bringing in experts from all fields to discuss a project and help the client to think about functional spaces from different perspectives. By having week long workshops with the client, administration, end-users and additional experts from the healthcare industry, the design team is able to hone in on the crucial goals the client has for the project and bring to light new perspectives to be discussed as a team. A successful architecture firm is one that partners with the client to create not just a beautiful building, but one that is functional and flexible for future changes that occur within the industry. I have known many firms that work in this fashion - Cannon Design being one of them.

Create beautiful spaces that nobody else can.

Charge a lot of money for duplicative thinking.

Push there vision

follow few standards/thumb rules

image management

External form concept

Provide multiple solutions from different perspectives.

Demonstrate a passion for something that most people take for granted: buildings. I look at buildings differently after talking to my architecture friends. Walking around a new place with them, sometimes we have to stop at random moments because an architectural detail caught their eye... completely oblivious to me. They can be captivated by an element that to me all but blurs into monotonous urban scenery. Architects look AT buildings when most other people look around them. Architects admire form, function, and materials. It's a good thing that they do, so I don't have to think about that stuff.

blather on about how theoretically educated they are by using every single jargon word in their cobbled together lexicon bastardized from the cliff notes version of their college roommate's philosophy 101 notes.

define interior spaces

Selling ideas that might not have a real utility in the project.

Understanding the crucial structural nuances that no one else notices.

Come up with these really exciting looking spaces

Oversee a vast number of fields to make their vision come to light.

think about the code requirements of a project

Size up a problem and formulate a solution.

See. See the possibilities in a site, the problems, the tiny beauties.

Drawing and designing.

design

Detail drawings

Dont Listen...

Criticizing each other to the point of tears or to a hardened frustration that leads to perpetuating awful practices. Also: Thinking they are better than any other profession. Also: Making diagrams and being verbose to convince you they did research and/or thought things through more than they really did.

Methodical/Organized....devote to the "religion" of architecture. (I say that with a smirk)

Design buildings that are impractical, leak and are over budget.

i wish a could say something good but the true is i dont know, I'm not belittling the work we do because I must admit that there are very good architects but as you asking me for something good I must say that we are responsible for the planning of towns and cities and the growth of the same, but the persons also have been necessary to do all these, we should put a little more care in their opinions because at the end of the day what we do is a response to your needs.

Talk about themselves and what they have previously done.

Aesthetics

paying attention to tiny details.

Ideas

Concentrate on the details

Find new and improving ways to make a good impression.

Understand materials.

visualization

Lots of things. Your article is condescending and nasty.

create living spaces

Approach a problem for multiple angles

Utilize CAD software

I worked with architects on a 6,000 sq. ft. research lab renovation. The architects were good at freehand sketching. The MEP (mechanical, electrical, plumbing) people were on their game; they gave us everything our lab needed to be fully functional, with flexibility for the future. They were great listeners. They wanted lists of every piece of equipment in our lab so they could figure out power, plumbing, and cooling requirements for the space. Kudos to them.

Design

designing a building with the skin looking good only then claims that they have done a good job in the spatial design.

Imagination

Know materials. We built a church multi-purpose building with six educational department rooms bordered by three or four classrooms apiece. There was also a kitchen, gym, office, storerooms and two large restrooms. Four depts upstairs in an L around the gym; the rest downstairs. I'm obsessive about flexibility as no church I

know is using space as originally intended. Our architect put folding doors by the gym that could be opened for spectators, concessions, or buffets for large dinners. Whiteboards on the dept sides. Heavy folding door between two depts for smaller dinners. Architect did a fantastic job in creating what we wanted.

understand how to draw concepts and ideas in a way that translates into reality

Talk big, act confident

Design a space that merges, estructural and logical functions to artistic and fundamental parameters.

Well-done research into different possibilities of making our arts centre more accessible for disabled visitors

Copy and Paste

Ego. Making things neat and tidy and symmetrical.

thinking and planning in an unconvencional manner.

Act arrogant.

Arrogance

Indulge their egos and increase construction costs.

Expensive material in place of efficient deisgn

Create new spaces for human interaction and as a result of their designs, create a dialogue within and between communities.

structure design

space planning

Consistency - of message, of brand

Monitor building codes and regulations

That's a tough one. It depends on the Architect and the Firm. There are things that some do well and some not so well. Most architects hear well, but not all Archtiects actually listen. The ones who actually listen to not only the client, but also the builder who is trying to help the Owner Achieve their desired project for their budget and help the Architect find alternate ways to achieve the desired outcome with out sacrificing Quality or their intent

In my current employment - I am a consultant on a HUD regional planning for sustainable development grant. The planners and architects I interact with are good at creating plans and telling others what they need to know.

Bring poetic meaning to a plan

Observation.

Material choice

Draw, manage constraints, work 24 hour days

Define general concepts, mainly spatial distribution.

Driving significant form in buildings: creating a design in which the visual exposure creates a visceral reaction.

occupy space

Area distribution Scale proportion

Give the right dimension to spaces for human activities and make the secuencia of one space after other.

They create smart buildings and pretty shapes. Sometimes they forget the kind of people who will occupy those places.

yet for me to see.

Inspire. Investigate. Research. The level of detailing is amazing.

to design well, in terms of comfort aesthetics & cost effective

Build some amazing looking buildings. The few also build some amazing looking buildings that are inspiring,

creative and welcoming.

Produce enough information for the build process to start.

If there's one thing that architects could improve, it is:

Joining the human race. Humans use toilets and bathtubs and sit and sleep. Get a clue.

Design inside out instead of outside in

Everything. From understanding context to realizing that the world doesn't stop outside of the building. The context in which the building or buildings sit is more about the flow of place around and through the structures. Buildings are but a part of the painting of place.

focus more on the spatial design, what the users and the occupants need.

Listening to users!!!! We were never asked for feedback; we just ended up seeing the plans and then making criticisms and offering our own solutions.

There is a generational shift happening - older, more senior architects need to listen more to clients, team members etc and be more receptive. (There are certainly exceptions).

Stop being bound by "the rules" of architecture....in today's world there are no rules. ...only budgets!

Listen to the user. My office is next to the staff lounge ~ the space is open and does not have a ceiling.

Sound travels over the half wall to the waiting room for prospective clients. So I have a hard time working without disruptive sounds and people just leaning on my door jamb to talk while they sip a coffee. They are "on break" but I'm not! And the folks in the waiting room get to hear all about our weekend follies. I was told that the building had to be designed this way "for symmetry."

listening carefully to their client's requirements

Everyone has to improve their trade.

Create spaces to focus the client's needs to the environment by knitting it, instead of glue it together or cramping it.

listening ability

Translating the space.

experiment with new materials

Trying to blend with surroundings, like Frank LLloyd Wright did so well, instead of trying to recreate nature. somehow finding time, money, and energy to canvas the end users of a building and, IF the restrictions for that building type are not set in stone, making a building that is a joy to behold, welcome in its community, durable. All of this is pretty hard to do without good clients -- that is, clients who don't dismiss architects as commoditized service workers and do not invest great energy in failing to pay their architects' bills.

Let me tell you. Like you, I was previously an architect and got out of the profession exactly because of what you wrote. You read my mind, every, single, point. Guess what? I landed in HCI while searching for a process which could give me concrete insight into users of anything and not base design on ideas and utopic ideas. Yes, architects need to perform ethnographic research, yes, architects need to perform post-occupancy evaluation to be held somewhat ACCOUNTABLE and learn from actual users. Luckily, our school (UMSI) is currently performing a renovation and hired an architect to do so. I once stumbled upon the meeting between all the professors and the architect. During the presentation, questions kept popping up from everyone: "That space is gloomy and creepy, I think we need more toilets, that halfwall will allow too much noise into my office" etc etc... ALL this questions could have being addressed before the meeting if ethnographic research has being performed. Therefore, the meeting was a waste of time since the architect provided a design with limited user research. I have so many more things to say, but I will mention this last point. People often think they know ethnographic research (which is often confused with Focus Groups, which in turn is a very poor tool full of decision heuristic flaws such as anchoring), or that a proper research

can be reached with unprofessionally designed surveys. It is only after you learn ethnographic research that you will know the actual difference. It is a science full of precise calculations, wordings, bias avoidance, etc. "Donna Sink" comments in Archinect: "Architects who don't listen to their clients don't stay in business for long". Clients are only one stakeholder, they are sometimes not even the user. The USER is the person who spends most of their time in the space doing whatever they do. And to think that one, two or three clients represent an entire population... that is simply statistics gone wild.

Their seemingly lack of ability to design for the project at hand rather than using preconceived designs

Taking into account end-user daily functionality - weather, solar paths, real-life pedestrian patterns, leaf and snow removal, and acoustics (particularly interior acoustics).

Putting people ahead of economy.

LISTENING. To their clients. To the users of their buildings. To their critics. Architects seem unfortunately unresponsive to feedback and criticism.

well, i really think we perform an important work, but i also agree with the fact that we have lost the true sense of all these, we are so focused on getting recognition that we totally forgot that we are the only ones responsible for the future of our cities but it seems that we don't care about people who also live in them, that directly or indirectly affect it.

Pretty much everything. They don't understand materials, contracting, construction, etc., and as stated in your article we know little about people or how they use space. So called "evidence based design" in healthcare is mostly a joke and even then is not applied to any other building or space designed.

Explore wider range of knowledge but not just architecture.

Communicating what they do to laymen/ making negotiating higher design fees

Design with renewable and sustainable materials

Understanding what clients need, but also bringing their own ideas to a project to make it more than, and better than the original concept outlined by that client.

Simplicity.

sense in design, indulging small but vital community sharing spaces in designs.

There is a reason they do the things they do, and it's money. Money makes a lot of choices for them. Maybe they want to integrate new tools, but a lot of firms are barely keeping their head above water. So I guess they could improve by being willing to take a monetary hit and try something new if it will benefit the client, but i don't see that happening.

Understanding how the physical construction is actually conducted and designing with that in mind.

Take into account the user and the culture where they are supposed to build. Working with other disciplines outside engineering, sociologists, politicians, economists, anthropologists in order to actually make a great design that will help deal with the real issue not just place band aids.

Look & Feel Spaces

To connect with psychologists, therapists, playworkers, community development workers, and community psychologists! By connect I mean to educate themselves about the work of all of these fields and all of these people, as well as to work on a daily, weekly basis with all of them...to begin with, at least one of them! Only then can the work that they do be truly human-centred and genuinely helpful, beneficial and inspiring to our daily lives in our cities.

Function

They should be more realistic and functional. They should think in real people and not in ideal models of people. For example when building a house with lots of stairs they do not consider that people will grow old and have difficulties using this structure.

Working with other professions. They make decisions that affect other professionals without consulting those

professionals or seeking their input, even when they know the other people working on the project.

Getting feedback from people who have been living / working in buildings they create, and incorporating that feedback in future designs.

they need to work with the person to reflect his/her ideas. i would love an architect to help me walk through a daily routine, explore how i work, consider my family's habits, and help me create a comfortable and practical workspace. an architect should not just push that which is currently the rage. i know what the rage is - when i am renovating a 100-year-old house, i do my homework. but when i am returning that house to a version of its former glory, i am making a home for my family. perhaps "everyone" wants a huge combined kitchen and eating and sitting area. i don't. i want a top-notch kitchen that allows me to prepare meals and entertain and a cozy space in which to sit down with my family for meals. what i got was pretty much what i wanted, but it was a difficult process to always insist that my ideas were not bad, just different. the second time we gutted and renovated a 100-year-old house, i did the plan myself. i created a fully functional house that reflected our needs/wants/quirks. but the drawings were REALLY problematic!

Understanding how buildings are constructed.

Research the domain

Understanding that life is messier than the sterile AutoCAD perfection that their designs want. Countertops have stuff on them. Rooms have people in them. My favorite sofa matches my favorite picture, whether or not there is a unifying theme or scheme. I myself am enough of a unifying theme.

Engage in more design dialogues

Improve the overall human health and ecotoxicity impacts of their designs while creating environments mirroring the practical and aesthetic needs of the user, incorporating today's latest tools and materials.

Stop replacing 'dated' libraries with low ceilings that felt great for reading with new ones that are capacious and glassy.

Understanding the true needs of the people who are going to use the facilities.

one good thing an architect that would taking one on one feedback from the users about the designed space and improvise on the design.

Designing buildings and spaces that are respectful to their surroundings and the people who will use them, rather than monuments to their own egos.

Thinking about the entire sequence of arrival and the importance of integration of elements of vernacular materials in their designs.

A place where people habit really does affect people's mood and reflects their lifestyle and personalities

Fail faster. That's a startup term. Iterate, test, and then optimize. I often hear from my younger architecture friends how the older senior architects are stuck on CAD when they could be taking advantage of newer technology like Revit. Maybe architects are typically a conservative bunch, but there's no reason to hang on to old ways.

Listen to the trades. Many times i have had an architect tell me that the proper way of installing an item will take away from the design intent of his building. They try to get away from proper techniques and practices to meet their 'aesthetic' purpose. If trades were able to have more input in the project, it could make things easier on everyone.

Translating concepts for general public.

Think about the impact of their constructions e.g. on communities, physical appearance of a place and the wider repercussions.

schedules of deliverables

Input from end users

Listen to the client and then communicate that they have heard what the client wants.

The problem with this question is that you are assuming all architects are the same and need to improve in the same way - of course there are some architects out there are too focused on the beauty - but that is not all architects. By generalizing in this way, you are not looking at the industry objectively. I have worked with over 10 architectural firms in the US - and all of them have different strengths and different weaknesses - as do all industries for that matter. The important thing is to find an architecture firm that is always trying to improve themselves - they are out there when you do the research. For example, Cannon Design is one of the larger healthcare firms. To design better hospitals and provides services beyond just architecture and interior design, they have a staff of doctors and healthcare administrators that work with the designers to create beautiful spaces that are functional. They also work with the hospitals at the planning stages to help them run more efficient hospitals. For their education practice, they have hired teachers that work along side the architects to better understand the classroom (check out The Third Teacher book - very interesting read that explores the link between the school environment and how children learn).

Listen: To the Client, regarding budget limitations. To the Client, regarding project objectives; building use, occupant experience, desired image, etc. To the builder, re: cost implications of Client parameters. Inform the Client of what is realistic. Remember; You are designing to the Client's parameters, not to achieve an architectural memorial (unless that is one of the Client's goals).

Listen to client, be creative toward the client's end, drive the project!

thinking out of the box while designing and make it reach the people easily

Their grasp on reality.

design more for people than for the sake of art

Working WITH others beyond their comfort zone.

their use of color in interior spaces. The architects I work with love colors that they call "architectural" and I call "depressing and boring".

Be on site more. Not worry so much about being liable. Engage the contractor positively. Listen to other opinions. Relax.

Start using their own imagination instead of making blueprints of already famous ones. In Sweden for example, SO MANY copy the design of Gert Wingårdh. And now the cities start to look like blueprints of blueprints.

Understanding of wayfinding, spatial legibility, customer/user behaviour - testing designs in terms of people flow, ergonomics, new technology built-in rather than retrofitted; be more open to new forms of design - giving my a job so I can help them achieve this/ Also, sharing information so that the industry and new techniques can move further forward

My impression is that some of them get wrapped up in the fact that they are highly educated and therefore "know better" than everyone else, including the builders and construction crews who are attempting to build their designs.

Their understanding of buildability and function.

What problems it is that they're solving, most seem to be budget related and an ever expanding list of compromise.

-Working well with others.

keep on studying

Recognizing the value of certified interior designers.

Better handling of aspects such as acoustics, access to areas of the house, etc. in the design,

Educating the client's esthetic taste.

Attitude.

LISTENING to their customers! Some of us have a good eye for design even though we are not architects.

Recognize if someone who has spent a lot of time/effort thinking through what their needs/desires are and don't dismiss them because "you know better"!

Seeing other people's visions

Treating consultants like a commodity. Just because someone will do it for \$0.25 less, doesn't necessarily make them the best consultant for the job. If you want a quality consultant, you will need to pay for it. You are the keeper of the purse on most projects. Stop jacking around everyone else just to boost your bottom line.

Stop creating exclusive projects only architects can appreciate. Live amongst normal regular people and respect the heritage of the region. Stop building buildings which lack cultural identity (a lot of buildings look like they can be anywhere in the world without reflecting on the culture around them). Get over post-modernist and post-post-modernist movement. Invent something new.

Other architects in church field don't build in that kind of flexibility. Also frequently run over the budgets because they are not really sensitive to our NGO needs.

appreciating the input of professionals in their field. Understanding that everyone on the design team brings knowledge to table to make a better end product for the client and user.

Learning about the properties and limitations of the materials they design with.

Stop relying on CAD. CAD resulted in many boxy buildings with no relationship to their surroundings. Most people cannot design an unusual organic shape in CAD, and they never overlay the existing neighborhood, and they don't know how the sun will shine on their buildings (when in doubt, keep it out?)

interior aesthetics and color, furniture, and overall style aesthetics

Sometimes you have to let go of perfectionism for the sake of others.

There is little willingness to be creative. The impulse that I've noticed is that architects (that vast majority of architects who don't work on big flashy projects) have given up being creative and instead try for creativity on the fringes of their projects. There is a major problem in that many architects will complete site plans and landscape designs for their projects without consulting with a landscape architect.

Think about the people who need to use the space around what was built (eg water treatment plant in a corner of a public park)

Thinking on a communal vs. an individual scale - sure, it's about leaving a legacy of DESIGN but it's also about leaving a legacy of buildings to be USED for life. The trophy project is worth a moment's glory, while the incorporated project is worth a lifetime of recognition. The difficulty here is striking a workable balance.

In my own field, actually listen to our needs. Designing a grandiose building with floor to ceiling windows on all sides is damaging to the art, ensuring that most of the collection will end up in storage. Ditto, thinking one large "cathedral" empty space is the future of showing art neglects the fact that we need to hang lots of art on walls, and that separations between mediums, cultures and eras serves some need. Lastly... I've never worked at a museum where the architect had planned for maintenance, which is always very costly. Climate control is very expensive, leaking roofs can damage the art...

Stop being so squared

Communication

Seeing the needs of people that will use the building, and properly adapting the building to the ecosystem, this meaning not just designing a green building but help the users settle comfortably to the environment.

Understanding how real people actually live and creating spaces that actually work for them rather than imposing an idea on a client based on ego and the inviolate belief that architects are always right. Life is now always neat, tidy or 'just so'

Treating spaces as living, evolving areas with users who have dynamic needs.

The feasibility of carrying out so much preparation for their designs that it would radically improve the health

and well-being of their prospective clients, even though it would take aeons for their clients to "want" what is found to be in their very best interests. Then, to produce sketchy images of (one or another aspect of) three dimensional space visually or in words, in a style of graphics which somehow seduces people into "wanting" to buy it.

humanities

Livable spaces, comfort rather than form.

Most use the same floor plans and building types over and over and use the same specs and notes on prints. I have seen door and hardware specs used for all their designs, and they never correct any errors that are pointed out on them. I had one that told me that my door and hardware schedules were wrong, even after it was changed by the owner and GC. Most are so arrogant, they will never admit they are wrong or mistaken.

Deepen their insight in actual use

be more humble

I'm not too sure. Architects seek perfection to the inch in every space of a building. They do focus a lot on design and creativity and less on clients. I tend to see that in every career where we are taught to perfect our skill and not focus on interpersonal skills.

relevance, i believe that younger people do not want to be architects because they realized once out into the working environment, after 5 years of school 3 years internship and a year of trying to get through several very frustrating exams, what they learn is school is not enough and does not equal out to actual work practice and vice versa. the industry has to change as well in order comply to whats being taught in our schools.

being responsive to site conditions and layout

relating to those who have different opinions

They are usually so cocky, they think that nobody can do what they do, they truly believe that they are some fields in which nobody should even think to work in if he/she is not an architect.

Not marrying the ideas before the project is closed. Sometimes we lose time trying to agree in weather or not to change something, instead of finding solutions to get to that agreement.

Thinking "how do people use this" and "How will people keep up maintenance?"

Designing to a city grid instead of insisting that EVERYTHING looks like a university campus or retail shopping mall. I have done the industrial engineering and layout of seven new carbarns and locomotive engine houses. Architects design isolated "statements" that demonstrate how much glass and jargon they can erect, rather than what is affordable to maintain and what has a good workflow of people, components, and material.

time management, workflow management, interpersonal skills in the office

In my experience, architects fail to consider the context of the new building. Specifically: 1. Designing buildings that are wildly incompatible from the surrounding buildings, such as putting a huge glass cube in the middle of small historic structures. 2. Designing buildings that don't respect the streetscape - too tall, too short, set back too far, not set back enough, completely lacking street trees, etc. 3. Designing buildings that are uncomfortable for the users. An example: the city of Dallas convention center has no obvious front door. I've seen people circle the building multiple times in the hot Dallas summer trying to find the door. Shouldn't that be the first thing they learn on the first day of architecture school? Every building must have a front door! Another classic example: hospitals are always designed as complex mazes of hallways. No one can ever figure out where anything is in the building. This is true of every hospital I have ever been in. 4. Designing buildings that will not work economically. For example, there are several examples of buildings in Dallas that have inward facing retail. The retail has always died. Why? Because people won't go to retail if they don't even know it's there. Isn't that rather obvious?

Listen - meet & listen the end user talk about how they want to use a space. Sometimes they may need to be guided and directed and shown another way but listen to what they want to be able do in that space. There is nothing more frustrating than speaking with staff after a project is complete and they mention how they can't work within the space designed and the solution would have been a simple one if the user's input had been included during design.

Metadata

Drawing

ask about the necessities of their clients and ask them after finishing

Listening. To users, and to their consultants.

Changing their focus from showing off to making buildings that help people stay sane.

think about the multiple dimensions and needs of the various users, beyond the actual user group.

maintenance? facilities? cleaning staff? where's the storage?

Testing their ideas - model their idea in a used atmosphere to see if it is functional today and 20 years from now for the people who office, do business, buy and sell real estate.

space

Creating more structures that integrate into the environment and history of the location.

To have the time for creativity in their design

Stop trying to create (force) an out-of-place intrusion into a classical neighborhood or venue.

exactly what this article addresses. Look how people want to feel before you impose what they should feel on a built environment. Do in-depth studies and use the tools you have (the entire internet for example) to find out what people want out of spaces, rather than continuing to make angles.

convincing clients for better design

Communication with non-architects. Too much jargon...too much inside baseball.

Listening to people who actually use the spaces they design

listen

getting down to the level of real people that will inhabit and use these beautiful buildings to REALLY understand what they need -- rather than just considering the aesthetics of the design

I am an interior design student at the Our program is set up so that interior designers are on one campus along with apparel and graphic design, and architecture and landscape architecture are on another campus. As of now there are no design classes that are taught simultaneously with the architecture and interior design students, even though these two professions work side by side in the industry. This is a great reflection as to what is wrong with architecture as a profession and mind set. While architects should be involved in the evaluation of user needs as well as the post occupancy evaluation, this is primarily where the interior designer comes in, as we deal exclusively with the INTERIOR of buildings. If there is one thing that architects could improve on is being able to work more closely with interior designers and giving them more credit than selecting paint colors and fabric swatches.

marketing

Reaching a conclusion.

Connecting with the users of the space. Designing a space to be used instead of admired.

valuing and achieving consensus

space planning again, as you can guess, space planning is a complex process and there is always place to improve.

Be modest and listen. This is true for both the designer trying to make a statement and for the production unit trying to crank out the most, cheapest box for their developer regardless of anything else.

The documents from which we are required to build from are getting more incomplete. They are taking advantage of sophisticated Builders who know how to fill in the blanks, which is a compliment to the Builder, but can also make them out to be the bad guy when they point out that something is grossly missing or require changes that cost the Owner \$.

Drawing to Construction coordination.

Making spaces for a few, but we can't bring them comfort, actual architecture is kind of cold.

Listen. Admit if they don't get something right (mine sent a co-op to measure existing as built and got offline wrong by a large factor considering we were doing a clear story addition. I had to work with builder to do corrected construction drawings)

I agree that they could improve their use of social media especially the older ones!

not destroying historic buildings

listening to others instead of 'being right' all the time. I understand that you have technical knowledge, experience, and a desire to be an architect but please, please remember that you work for the client, not the other way around.

Including audience, and a study of the audience in the fundamental beginning thought process when designing a building.

Listening and working to create authentic spaces for the place - vernacular references. Also learning about materials and how things actually go together in the field.

They could learn how to estimate correctly -- I've spoken to builders who say they could paper all the walls in their office with plans that people brought in that were so far over budget that they were useless. Architects could also dump the assumption that builders are stupid. In my personal life, I would never hire an architect and put a project out to bid. I would hire a design/build firm whose portfolio I liked, and whose clients assured me that the designers/architects listened to them, and that the firm built their projects on time, within the budget.

The user's needs to be recognized

customer service (they need to remember that they work for their client)

They design beautiful spaces but they forget to think about the real functionality. If there is a specific space that needs special requirements for the use it is going to have, it is usually more important that the building looks pretty and tidy than really being a great place for working/studying/ or doing whatever that space is design for.

anticipation. Architects know when they love something or when they don't. The hundreds of architects working under "star architects" are very human and lead down to earth lives - they know when form meets functions, and when they totally miss one another. If principals were more willing to anticipate the needs of the client, I think they would also inherently anticipate the needs of the residents and communities.

Budgeting.

The color's psychology and measurement of spaces.

Create a modern city street that is beautiful, interesting and inspiring to walk down if you're not into window shopping.

Learn more about the wood industry so they understand how certain woods are not readily available before they finalize and put jobs out for bidding.

while learning by doing they will make mistake but after that realisation of it and not to repeat the same.

Make sure the design of the space fits the function of the space inside and out. If the building looks cool but does not accommodate objects and people then its worth is diminished. Brad Cloepfil designed the Contemporary Art Museum St. Louis. It looks cool inside but does not function well inside to display art. The Pulitzer Foundation for the Arts was designed by Tadao Ando. Looks awesome but sucks to display art.

Functionality. I work in a library and in the renovation of our library the aesthetic trumped function. This has created some more problems in our library after the renovation than were there before.

Do what the client wants

Real collaboration and communication, especially with non-architects. We have ideas too, often ones that are linked to people and the way they may use a space. Also: The education system and process, especially the critique reviews.

access , open spaces, shared spaces, less art, more function,

Holistic view, i.e., knowledge of all specialties required for construction. Buildings/Spaces are made for people, not magazines.

thinking about long term practicality. e.g. Architect wanted rear stairs to lead directly onto the deck. I had to insist against this as it was not able to be secured in an aesthetically pleasing way. Instead the stairs now lead into the rear lounge room from which the deck can be accessed. The deck is still accessible to undesirable people using a ladder but they can't steal my beer fridge in under 30 seconds. You always need to consider the beer fridge!

Their sense of humility.

I agree with the article on Starbucks - but don't blame architects entirely. Round vs. square tables is a great analogy for the development community in general (aka: cut corners). There must be many sub-disciplines in commercial architecture and development just as there are in planning as neither are simple. Starbucks professionals are selling an "experience" not just coffee and they have succeeded. Clearly there are many coffee options but consumers are choosing this brand because Starbucks considered this when they set out to dominate their industry.

Some of the details, especially prices. Although they have looked into different options as said above, I wonder if they actually interviewed disabled people? The research looked good to an outsider like me but, looking back, I'm not sure if that was sufficient.

advocacy for their own profession

Listen to clients. FOCUS on "Functionality" of space

Organize themselves and finish projects "on time".

Being more practical and down to earth about what can and needs to get done. Many times I feel we spend too much time coming up with all these rules and spending time to justify them ever so carefully that by the time we apply them, if the result is not successful on the site or for the program, we have to work all the way from the beginning to fix issues. Issues that probably could have been detected if we had taken a more practical approach.

Communication - the ability to decipher technical information and communicate it in terms understandable by their audience.

Interacting more with other specialized professionals (ex. engineers).

Prototyping and testing human reactions to their designs. ie making mock-ups that real people walk through.

Matching the space with the people who are going to live in it. Ideally, they should have a bit more of what interior designers do... They take one's personality, and put it into the space, while architects tend to want clients to admire their own personality and their own way to think of what a space should look like, regardless of the life that is going to happen within such space.

Hairstyles.

I can't honestly say that we've had any issues with the architects we've worked with. They've always worked hard to help us get the results we want, with strong attention to the elements of the design that we care about.

Interior form, how do Clients live, how do they want to live, what furniture do they have/want, where do they

watch TV, how do they want to feel??

Treatment of women in the profession.

Improve and use natural light as a design element. Leave untochable museums and do proposing warmer and comfortable design.

Communicating with the client/convincing the client to think branch out/try new things design-wise understanding that sometimes their clients understand what they want better than the architect's do

That programming is an intensive process that needs to be done before the first pencil is put to paper, and this is standard services - not additional services.

being so far up their own backsides they actually think sun really does shine from there

Albeit the exterior of a building is important, architects quiet often miss out the fact the interior is the soul of the building, the part the end client lives "in" and looks at and uses everyday. On the external look of the building ; It isn't often a client says at the end of the project they "love they way the chimney lines up with the windows". On the internal look of the building the clients do say, "Why the hell have you only left 500mm to the side of the window in the bedroom where the wardrobes are going when the wardrobes are 600mm deep, how am i going to get wardrobes in now ?" - Standard response from architects usually is - "Well the windows line up with the external brick nicer". End result is a nice exterior but the interior totally compromised and a nightmare for interior designers to create stunning interiors as major parts of design are having to altered and compromised due to lack of thought of door positions, window positions, plumbing, electrics etc. Unless the client wishes to spend more money remodelling a newly built space to accommodate the interior the dreamt of before the building was commissioned. Which when all said and done is totally unacceptable. As architects refuse to involve interior designers at the concept stage they often forget the living space is important and the clients don't usually know sizes of furniture so when they "sign off" a set of drawings and say yes thats great they don't know that nothing is about to fit inside the space.

Have some insight to how the building will actually be built and used. Be forward thinkers ...think about traffic flow in the parking lot in the hallways. How will people enter and exit rooms where will the focal point of rooms be. It seems you get caught up in all the little technicalities but forget about the bigger picture.

Designing based on what is practical and useful for the users of their buildings.

Address the needs of real people. Stop designing in Plan view. Most architectural decisions seem to be made based on what the product looks like to birds rather than people.

Life work balance

I agree that they don't look behind at their projects. They are too airy to accept their faults making dysfunctional structures.

My exposure is not broad enough for me to offer a view here.

Its all about human spatial.

they seem to always be concerned on making a statement, doing something according to their ideology, and working in plan view. who cares about architectural ideology except for architects? it's so self-serving, and blind to the world. and why when civil engineers and LAs offer their ideas, do architects act like they are either incapable of seeing beauty, or just plain dumb? everyone has a valid aesthetic, not just architects.

Reaching out to people- all people: poor people, young people, old people, minorities, and all others who seldom have the money or rank to command an architect's personal and professional attention.

Try new concepts, give more livable spaces

movement and use analysis--Need to work as an occupational therapist for awhile...

Which country do you predominantly work in?

Us

Portugal
Hong Kong
México
Uk
Chile
indonesia
US
Turkey
UK
U.S.A.
U.S.
Mexico
Canada
Romania
Usa
United States
UK and Europe
England
usa
india
South Africa
uk
India
us
Egypt
USA
Argentina
Russia
Bulgaria
Norway
POrtugal
Thailand
Singapore (2 years)
India
Macedonia
United States of America
Mexico
canada
United State
mexico
Panamá
Canada

united states

Brazil

philippines

MERIKA!!!!!!

Romania.

Sweden

Spain

inda

england

Used to work from London, but worked on Abu Dhabi projects.

Peru

Australia

Netherlands

China

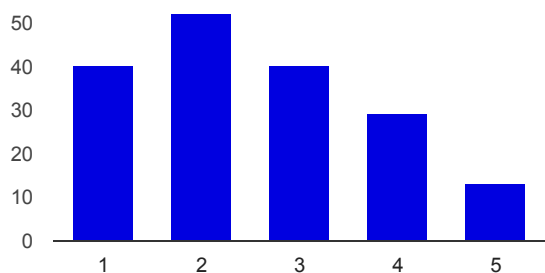
greece

United Kingdom

America

User Research

If you worked with an architect, did they do an in-depth study of the needs and desires of you (in the case of residential architecture) and the future buildings occupants (for all other types of architecture)?



No, I felt like they didn't do this: 1 **40** 23%

2 **52** 29.9%

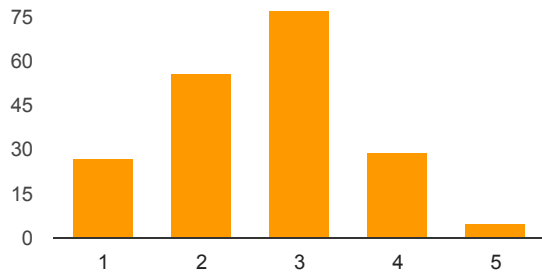
3 **40** 23%

4 **29** 16.7%

Absolutely! They did a really thorough job: 5 **13** 7.5%

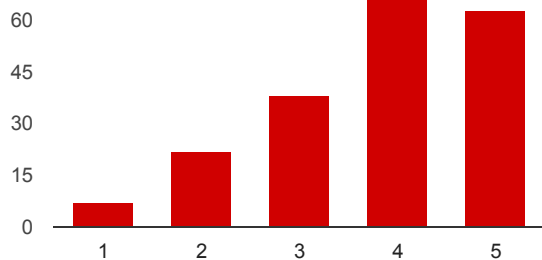
Where do architects fit on these scales?

In you opinion, as an industry, architects are:



Not very good at understanding the needs and desires of the people they design for.:	1	27	13.9%
	2	56	28.9%
	3	77	39.7%
	4	29	14.9%
Extremely good at understanding the needs and desires of the people they design for:	5	5	2.6%

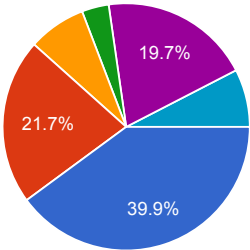
In your opinion:



Architects put the needs of people first:	1	7	3.6%
	2	22	11.2%
	3	38	19.4%
	4	66	33.7%
Architects put the look of the building first:	5	63	32.1%

Post Occupancy Evaluation

The architects I know / have worked with:



ons	79	39.9%
ous.	43	21.7%
ted.	15	7.6%
ing.	7	3.5%
ow.	39	19.7%
Other	15	7.6%