



BREAKING THE WALL OF PERCEPTIONS OF CITIES

VARUN OJHA
INDIAN
ETH ZÜRICH

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FALLING WALLS **LAB** PARIS

ETH zürich

HPC

Human's Perceptions of Cities

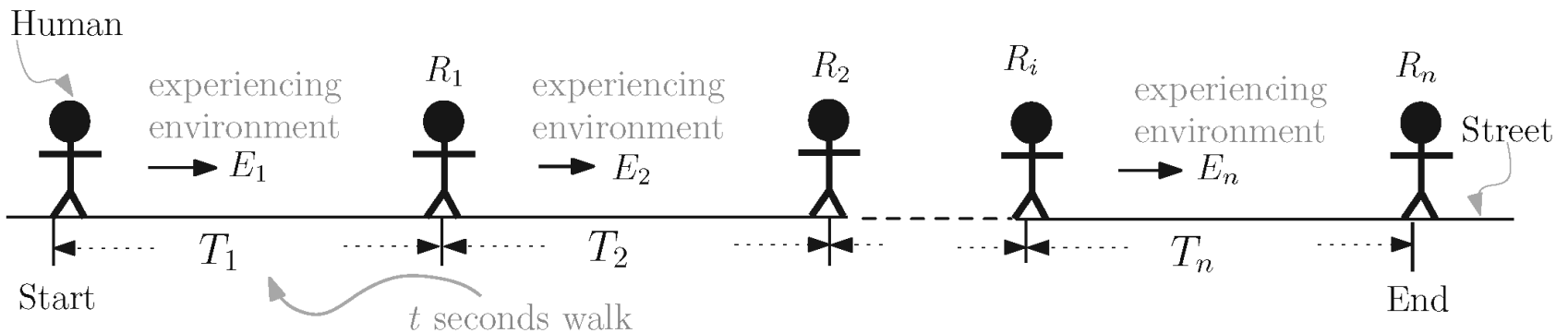
Problem: Anything in city environment, e.g., weather condition and architecture can cause potential stress in humans



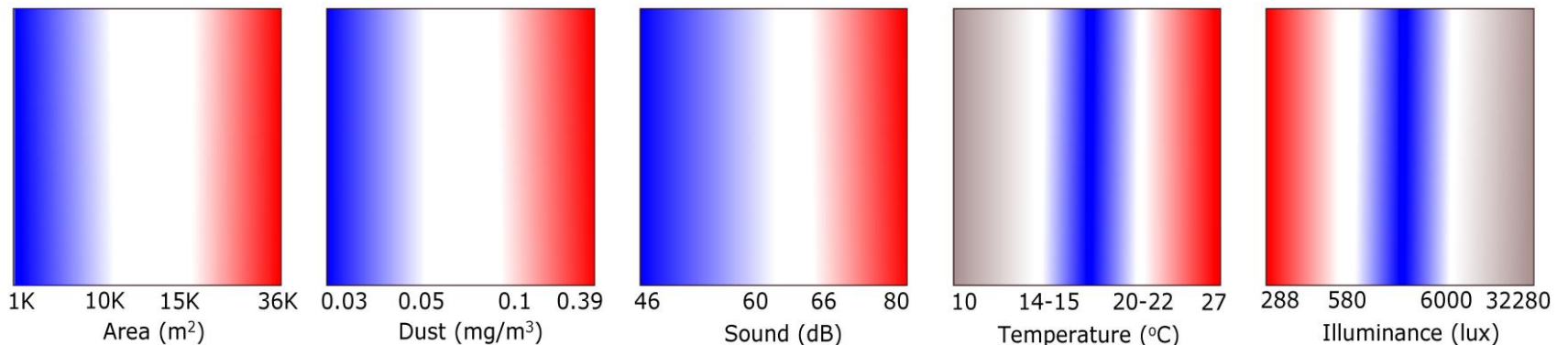
ERT

E – Experience, R – Response, and T – Time

Method: Measuring humans experience and the corresponding response over a regular interval of time



Solution: Machine learning, e.g., *Fuzzy Inference* can infer relationship between city environment and human perception



■ Stress-free conditions
 ■ Stress conditions
 ■ Can not evaluate
 Soft transition

QUESTIONS

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