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Article Google Scholar Page 2 (UK) Criticism of 'S' Source 1 Ontology - Rejection of Pluralistic Values Confuses Subjective and Objective Phenomena 3 (Saunders 2002a, 2003; Bhatt 2010) 2 Ontology - Alternative experience and social, political and economic realities are incompatible with the worldview of Alexander 3 (Montgomery 1970; Broadbent 1980; Davis 1983; Dovey 1990; Salingaros 2000; Esheshtawy 2001; Con 2002; Saunders 2002a; Walker 2003; Mehaffy 2008; Bhatt 2010; Kalb 2014) 3 Ontology 1, 2 Eternal Way of Construction is the only valid means for creating beautiful environments 10, 11, 12, 13, 15, 16, 17, 18, 19, 20, 21, 22 (Broadbent 1980; Protzen 1980; Dovey 1990; Lang 1994) 4 Epistemology - Alexander definition of science excludes many principles of scientific research 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 18 (Alexander 2002a,b; Saunders 2002a), identifier of criticism; #A preceding criticism; #S, the subsequent critique of Summary Pattern Language is the second in a series of books that describe a whole new attitude to architecture and planning. The books are designed to provide a full-time alternative to our current visions of architecture, construction and - An alternative that we hope will gradually replace key Takeaways Overview

The elements of this language are entities called templates. Each template describes a problem that occurs over and over again in our environment, and then describes the essence of solving the problem so that you can use that solution a million times without ever doing it the same way twice. In the templates marked by the two 1, we believe that we have managed to state the true invariant ... Pattern describes the deep and inevitable property of a well-formed environment. Many of the patterns here are archetypal - so deep, so deeply rooted in the nature of things that it seems likely that they will be part of human nature, and human actions are as much in five hundred years as they are today. We have a very doubt that someone can build a valid template language, in his own opinion, which does not include the Arcade pattern (119), for example, or the Alcoves (179) pattern language has a network structure. This is fully explained in the Eternal Path of Construction. However, when we use the language network, we always use it as a sequence, going through patterns, moving always from larger patterns to smaller ones, always from those that create structures, to those that then decorate these structures, and then to those that decorate the decorations ... Since language is actually a network, there is not a single sequence that perfectly captures it. But the sequence that follows captures the wide sweep of the entire network; in doing so, it follows the line, goes down, goes down again, and follows the irregular course, a bit like a needle following tapestry

Finally, this language, like English, can be a means of prose, or a means for poetry. The difference between prose and poetry is not that different languages are used, but that the same language is used differently. In a normal English sentence, each word has one meaning, and the sentence also has one simple meaning. In the poem the meaning is much denser. Each word has several meanings; and the proposal as a whole carries a huge density of interconnected values that together illuminate the whole. The same applies to template languages. You can make buildings by niting patterns together, in a fairly free way. A building made like this, assembling patterns. It's not dense. It's not deep. But you can also combine patterns in such a way that many models intersect in one physical space: the building is very dense; It has many values captured in a small space; and through this density, it becomes deep ... All 253 templates together form a language-based idea people should design their homes, streets, and This idea comes from the observation that most of the wonderful places in the world were made not by architects, but by people. Every building, every room, every garden is better when all the patterns that it needs are compressed as much as possible for them to be. The building will be cheaper; and the meanings of it will be denser. Crucially, once you have learned to use language, that you pay attention to the ability to compress many of the patterns that you have put together in the slightest possible space. You can think of this pattern compression process as a way to make the cheapest building that has the necessary patterns in it. Like information theory, the more surprise the shortest message provides most of the information. There are 253 common models, going from macro (city) to micro (individual rooms). Invariant models (and the models that stood out most for me) are included below

Independent regions - small and autonomous regions that are independent cultural areas

Of the Country Fingers - green, public lands that sit between homes, neighborhoods, industry, etc... Mosaic subcultures - the homogeneous nature of modern cities kills a whole variety of lifestyles and arrests the rise of the individual character

Of the work - the artificial separation of homes and work creates unbearable cracks in the inner life of people's transport zones - cars kill all social life in the city. So make a personal, local transportation efficient

Identifiable neighborhood - people need an identifiable spatial unit belong to

The Networkwork of Learning - creative, active people can only grow into a society that emphasizes learning instead of learning the four-story limit - tall buildings make people crazy

9% parking - when the area dedicated to parking is too big, it destroys the land. The physical environment creates the potential for all social communication, including even communication with self-in-law and women - the separation of the sexes distorts reality and perpetuates and perpetuates distortions. Make sure that every piece of environment is made with a combination of male and female instincts. Keep the balance of male and female in mind, for each project on every scale (yin/yang)

Activity Knots - public facilities scattered separately around the city do nothing for the life of the city, they need to have a critical mass to attract people to the Promenade - people need a place to go look at other people and be seen

Hold these Mix - no stage in the life cycle is self-sufficient. People need support and confirmation from people who have reached a different stage in the life cycle, because at the same time they also need support from people who are at the same stage as themselves - the elderly need the elderly, but they also need the young, and young people need contact with the old. Very much old engaged and old teach young

Work community - if you spend eight hours of your day at work, and 8 at home, there's no reason why your workplace should be less of a community than your home

University as a market - focused, sharpened universities with closed administration policies and rigid procedures that dictate who can teach the course, kill opportunities to teach many stores - not one massive grocery store, but a number of different stores with different food and housing products between them - wherever there is a sharp division between residential and non-residential parts of the city, non-residential areas quickly turn into... Slums happen when these rhythms break into huge local roads - no one wants to move quickly through traffic, walking through their homes

Green streets - local roads only need a few stones for car wheels, and most of them can still be green

Network paths and cars - cars are dangerous for pedestrians; However, the events take place exactly where cars and pedestrians meet the Mayin Gateway - any part of the city will be stressed if people have to cross the gates to enter the border - people should be able to pause and freshen up with the quiet in the moral natural environment of Accessible green - people need green open spaces to go: When they're close, they use them. But if the greenery is more than 3 minutes away, the distance overwhelms the need

Small public squares - too large, and they will feel like a deserted earth - holy land gateways and usually hard to reach, helping to separate normal life from the sacred land - without common land, no social system can survive

Consy game - if children don't play enough with other children for the first 5 years of life, there's a good chance that they won't have a normal social life moving forward - there are no people who turn their backs on death. The presence of the dead among the living will be a daily fact in any society that encourages its people to live in the sport - the human body is not worn out with use, but when it is not used family - a nuclear family in itself is not a viable form - several generations and cousins/aunts/uncles/close friends are needed in one or loosely knit multiple households. The kitchen is the most important realm

house for a small family - the relationship between children and adults is the most important. There must be three different areas - the kingdom of the couple, the child kingdom, the common area to connect them both. Each room is owned by the appropriate persons - the child can enter the adult room, but they have to respect that they do not run this area of these self-management workshops and offices - no one uses his work if he is a scask of the car. The Buddhist function works three times: the ability to use and develop its enable it to overcome self-centeredness by uniting with others in a common task, and to bring on the goods and services necessary for the development of existence. Some research studies that the only best predictor of a long life is the degree to which he is satisfied with his workmaster and disciples - the fundamental solution of learning is one in which a person learns, helping someone who really knows what he is doing. Enmesh work and teaching and organizing work around the tradition of craftsmen and apprentices, so that they can work and meet together

individually owned shops - not massive conglomerates

Street Cafes - a place to relax and watch people

Site renovations - buildings should be built on the worst lands, not the best (so the best land remains to look and cultivate)

southern cladding outdoors - the best light and atmosphere. Like yin and yang, indoor and outdoor space should always get its shape together

Entrance transition - buildings with graceful transition between the street and inside are more tranquil than those without arcades - covered walkways on the edge of buildings play a vital role in how people interact with buildings

Intimacy Gradient - a sequence that matches their degree of particular (front to the public, Back only to family and closest friends)

Standing south to make the whole house sunny and cheerful

common areas in the heart - constant informal contact between its members is crucial to the survival of the couple's kingdom - having children in the family often destroys the intimacy and special privacy that a man and wife need together. Make a special part of the house different from the common areas exclusively for couples in the east - wake up with The Light

Farmhouse's morning kitchen - make the kitchen bigger than usual, and big enough to include a family room space, with enough chairs for everyone to sit, and bright and comfortable rooms of their own - no one can be near others without having also the frequent ability to be alone

Senecqueq seated - put in seats of their own - no one can be near others without having also the frequent opportunity to be alone

Senecqueq seating - put in places To sit around the building

Communicative food - without communal food, no human group can keep together

small meeting rooms - big meetings leads to people getting less of them at home - as decentralization work becomes more and more efficient, workshop in the house grows and grows in importance

Light on both sides of each room - when they have a choice, people will always gravitate to those rooms that have light on both sides, and leave rooms that are illuminated with just one side of the unused and empty

Outdoor room - enough enclosure around it that it takes on the feel of the room, even if it's open to the sky

Connecting to the ground - make the boundary between the building and nature of the ambiguous

Greenhouse - to build a greenhouse as part of your home or office, so it's both a room house and part garden

Garden - somewhere quiet and safe to sit with nature, as well as a place to grow and plants

Alcoves -- no homogeneous room, homogeneous homogeneous can serve a group of people well. To give a group a chance to be together as a group, the room should also give them the opportunity to be alone in their own and two in the same place - create a place to sit and be next to

Windows

Fire - there is no substitute for fire, the need for fire is almost as fundamental as the need for a water

Estaling atmosphere - a heavy table in the center to accommodate everyone, with light over it and fence space walls or contrasting

darkspace

Work corps - people can't work effectively if their workspace is too closed or too exposed. A good workspace strikes the balance of the wall - the thin walls make the houses feel impersonal and dead

Open shelves and built in places - a place to preserve important things that almost no one knows about the structure follows social spaces - not the other way around

the Roof foundations - the best foundations of all kinds of foundations that are wood - where the entire structure of the tree just goes below ground level, and creates a system entirely integral to the ground

In the voltage and compression of Radiant heat - this pattern is a biologically accurate formulation of intuition that sunlight and hot blazing fire are the best kinds of heat

Different chairs - people of different sizes, they sit differently to furnish with different chairs

Pools of Light - uniform lighting serves no useful purpose what it is. In fact, it destroys the social nature of space and makes people feel disoriented and unbounded

Things of your life - the decor and concept of interior design have spread so widely that very often people forget their instinct for things they really want to keep around them - family photos, memories, collections, old adventures. can be created by centralized power, or laws, or master plans. Instead, we believe that they appear gradually and organically, almost of their own free will, if every act of construction, large or small, takes responsibility for the gradual formation of their small corner of the world to make these great models appear there

conceivably or intuitively understanding the complexity, self-organizing critically, the appearance of a school designed to assume that there is a secret to know everything in life; The quality of life depends on knowing this secret; That secrets can only be known in an orderly sequence. and that only teachers can properly reveal these secrets. A man with a school mind perceives the world as a pyramid of secret packages, available only to those who carry the appropriate labels. New educational institutions are dispersing this pyramid. Their goal should be to facilitate access for the student: to allow him to look through the windows of the control room or parliament if he can not enter the door. Also new institutions should be channels, channels. The student will have access without credentials or pedigree - public spaces in which peers and elders outside of his immediate

Have fix the situation of individual buildings, according to the nature of the site, trees, and the sun, this is one of the most important moments in the language that I got from it

playbook to create the perfect environment - from entire cities to individual rooms. The master is the key to tapping into people's subconscious and making them feel calm, safe, and exuberance - allowing them to go all in. Like most great books, ideas and lessons apply much more widely than just the area it immediately describes. Many are being invariant and versatile, tapping into deep-rooted and genetically programmed human alliaions, as Donald Brown would call them

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