Abstract

Historically, Architecture as a profession has always been up to date with technologies of its time. Often architectural experimentation led to new ground breaking technologies. The advent of digital technologies and the pace with which they update have left architecture trying to play catch up with this technology. Human interactions can be broadly categorized within the physical and the virtual world. The Question therefore arises: How can digital technology integrate with architecture to create or enhance interactive environments? Much discussion and experimentation on the integration of the two, has resulted in variety of theories and experimental approaches. Research was restricted to a largely four contemporary theorist; masters in this topic. The findings show that the rapid change in technology and lifestyle has transformed previous perceptions of space, and resulted in spatalization time (acquiring space like qualities). The lifestyle has lead to a fusion of physical and virtual space within which the human body interacts. An analysis of literature and experiments carried out by different architects reveals that architectural integration of digital technologies is not just inevitable but is already taking place. However this integration can be taken to a whole new level by considering the application of these technologies at the design phase rather than adding on after construction. To conclude, there is a possibility to create new combinations of hybrid spaces by embedding digital technologies. These will not only enhance human to building but also human to human interactions.