



ΠΑΝΕΠΙΣΤΗΜΙΟ  
ΔΥΤΙΚΗΣ ΑΤΤΙΚΗΣ  
UNIVERSITY OF WEST ATTICA

ΣΧΟΛΗ ΕΦΑΡΜΟΣΜΕΝΩΝ ΤΕΧΝΩΝ ΚΑΙ ΠΟΛΙΤΙΣΜΟΥ  
ΤΜΗΜΑ ΓΡΑΦΙΣΤΙΚΗΣ ΚΑΙ ΟΠΤΙΚΗΣ ΕΠΙΚΟΙΝΩΝΙΑΣ

FACULTY OF APPLIED ARTS AND CULTURE  
DEPARTMENT OF GRAPHIC DESIGN AND VISUAL COMMUNICATION

**ΜΑΡΙΑ ΜΠΙΖΙΜΗ**

A.M.: 15054

ΠΤΥΧΙΑΚΗ

*Σχεδιασμός εντύπου.*

*Συλλογή μελετών για την κατανόηση της οπτικής αντίληψης ως γνωστικής δραστηριότητας,  
αποκωδικοποίηση της και ποια η αντικειμενικής λειτουργικότητα της στο σχεδιασμό.*

Επιβλέπων Καθηγητής

**ΑΙΚΑΤΕΡΙΝΗ ΑΝΤΩΝΑΚΗ**  
**AIKATERINH ANTONAKI**

Αναπληρωτής Καθηγητής Πανεπιστημίου Δυτικής Αττικής

Αθήνα Μάρτιος 2022



ΠΑΝΕΠΙΣΤΗΜΙΟ  
ΔΥΤΙΚΗΣ ΑΤΤΙΚΗΣ  
UNIVERSITY OF WEST ATTICA

ΣΧΟΛΗ ΕΦΑΡΜΟΣΜΕΝΩΝ ΤΕΧΝΩΝ ΚΑΙ ΠΟΛΙΤΙΣΜΟΥ  
ΤΜΗΜΑ ΓΡΑΦΙΣΤΙΚΗΣ ΚΑΙ ΟΠΤΙΚΗΣ ΕΠΙΚΟΙΝΩΝΙΑΣ

FACULTY OF APPLIED ARTS AND CULTURE  
DEPARTMENT OF GRAPHIC DESIGN AND VISUAL COMMUNICATION

Εξεταστική επιτροπή:

**ΕΛΕΝΗ ΜΑΡΤΙΝΗ**

Λέκτορας Εφαρμογών Πανεπιστημίου Δυτικής Αττικής

Εξεταστική επιτροπή:

**ΙΩΑΝΝΗΣ ΛΑΣΗΘΙΩΤΑΚΗΣ**

Καθηγητής Πανεπιστημίου Δυτικής Αττικής

## ΔΗΛΩΣΗ ΣΥΓΓΡΑΦΕΑ ΠΤΥΧΙΑΚΗΣ / ΔΙΠΛΩΜΑΤΙΚΗΣ ΕΡΓΑΣΙΑΣ

Η κάτωθι υπογεγραμμένη Μπουγιούκου Μαρία του Ιωάννη, με αριθμό μητρώου 12014 φοιτήτρια του Πανεπιστημίου Δυτικής Αττικής της Σχολής Εφαρμοσμένων Τεχνών & Πολιτισμού του Τμήματος Γραφιστικής και Οπτικής Επικοινωνίας, δηλώνω υπεύθυνα ότι:

«Είμαι συγγραφέας αυτής της πτυχιακής / διπλωματικής εργασίας και ότι κάθε βοήθεια την οποία είχα για την προετοιμασία της είναι πλήρως αναγνωρισμένη και αναφέρεται στην εργασία. Επίσης, οι όποιες πηγές από τις οποίες έκανα χρήση δεδομένων, ιδεών ή λέξεων, είτε ακριβώς είτε παραφρασμένες, αναφέρονται στο σύνολό τους, με πλήρη αναφορά στους συγγραφείς, τον εκδοτικό οίκο ή το περιοδικό, συμπεριλαμβανομένων και των πηγών που ενδεχομένως χρησιμοποιήθηκαν από το διαδίκτυο. Επίσης, βεβαιώνω ότι αυτή η εργασία έχει συγγραφεί από μένα αποκλειστικά και αποτελεί προϊόν πνευματικής ιδιοκτησίας τόσο δικής μου, όσο και του Ιδρύματος. Παράβαση της ανωτέρω ακαδημαϊκής μου ευθύνης αποτελεί ουσιώδη λόγο για την ανάκληση του πτυχίου μου.»

Η Δηλούσα  
Μπιζίμη Μαρία



**VISUAL**®

# PROCESS

Από τον Δεκέμβριο του 2019 ξεκίνησα να αναζητώ το θέμα της πτυχιακής μου εργασίας. Η πρώτη μου ιδέα ήταν να κάνω μία εργασία που θα πραγματεύεται την έννοια της πραγματικότητας. Δεν ήθελα να αποδώσω οπτικά άπλα μια ερμηνεία της πραγματικότητας, αλλά ήθελα να την κατανοήσω. Κατά την διάρκεια αυτής της έρευνας είδα πολλές ταινίες και διάβασα δοκίμια. Άλλα όσο περισσότερα Μάθαινα, τόσο πιο συνθέτη γινόταν η πληροφορία που έπρεπε να αποδώσω. Έπειτα, ανακάλυψα τον Astronio οποίος έχει κανάλι στο Youtube με εκλαϊκευμένη επιστήμη. Και εκεί, ενώ μπορεί να φαινόταν στην αρχή ότι θα έλυνε το πρόβλημα, καθώς η πληροφορία που έδινε ήταν αρκετά κατανοητή και διαχειρίσιμη, πάλι συνάντησα το πρόβλημα ότι μου έλειπαν βασικές γνώσεις.

Έτσι, λοιπόν, μια μέρα όπως ήμουν μέσα στο μετρό συνειδητοποίησα ότι ο καθένας από εμάς είναι στον δικό του “κόσμο” και διαμορφώνει την πραγματικότητα του μέσα από αυτόν, ξεκινώντας, κάπως έτσι να μελετάω αυτή τη θεώρηση. Ακόμη, αυθόρμητα έκανα και τον συνειρμό πως επηρεάζεται και ο σχεδιασμός.

# PROCESS

Από τον Δεκέμβριο του 2019 ξεκίνησα να αναζητώ τη δουλειά μου. Η πρώτη μου ιδέα ήταν να κάνω μία εργασία που να έχει έννοια της πραγματικότητας. Δεν ήθελα να αποδώσω την πραγματικότητα, αλλά ήθελα να την κατανοήσω. Έρευνας είδα πολλές ταινίες και διάβασα δοκίμια. Άλλαξα. Μάθαινα, τόσο πιο συνθέτη γινόταν η πληροφορία που ανακάλυψα τον Astronio οποίος έχει κανάλι στο YouTube. Και εκεί, ενώ μπορεί να φαινόταν στην αρχή ότι θα έδινε πληροφορία που έδινε ήταν αρκετά κατανοητή και διαφανή πρόβλημα ότι μου έλειπαν βασικές γνώσεις.

Έτσι, λοιπόν, μια μέρα όπως ήμουν μέσα στο μετρό συνειδητοποίησα ότι ο καθένας από εμάς είναι στον δικό του "κόσμο" και διαμορφώνει την πραγματικότητα του μέσα από αυτόν, ξεκινώντας, κάπως έτσι να μελετάω αυτή τη θεώρηση. Ακόμη, αυθόρμητα έκανα και τον συνειρμό πως επηρεάζεται και ο σχεδιασμός.



↘ 1<sup>η</sup> Σκέψη







# PROCESS



Από τον Δεκέμβριο του 2019 ξεκίνησα εργασία. Η πρώτη μου ιδέα ήταν να κέννοια της πραγματικότητας. Δεν ήθελα της πραγματικότητας, αλλά ήθελα να έρευνας είδα πολλές ταινίες και διάβα Μάθαινα, τόσο πιο συνθέτη γινόταν η ανακάλυψη τον Astronio οποίος έχει και Και εκεί, ενώ μπορεί να φαινόταν στην πληροφορία που έδινε ήταν αρκετά πρόβλημα ότι μου έλειπαν βασικές γν



**After Bitter of Abuse**

By NICHOLAS FANDOS and MICHAEL D. SHEAR

WASHINGTON — The House of Representatives on Wednesday impeached President Trump for abuse of power and obstruction of Congress, making him the third president in history to be charged with committing high crimes and misdemeanors and face removal by the Senate.

On a day of constitutional consequence and raging partisan tension, the votes on the two articles of impeachment fell largely along party lines, after a bitter debate that stretched into the evening and reflected the deep polarization gripping American politics in the Trump era.

Only two Democrats opposed the article on abuse of power, which accused Mr. Trump of corruptly using the levers of government to solicit election assistance from Ukraine in the form of investigations to discredit his Democratic political rivals. Republicans were united in opposition. It passed 230 to 197, with Speaker Nancy Pelosi giving the vote to a close from the House rostrum.

On the second charge, obstruction of Congress, a third Democrat joined Republicans in opposition. The vote was 228 to 198.

The impeachment votes set the stage for a historic trial beginning early next year in the Senate, which will have final say — 10 months before Mr. Trump faces re-election — on whether to acquit the 45th president or convict and remove him from office. The timing was uncertain, after Mr. Pelosi suggested late Wednesday that she might want to send the articles to the Senate, holding them out as leverage in a negotiation on the terms of a trial.

Continued on Page A13



Έτσι, λοιπόν, μια μέρα όπως ήμουν μέσα στο μετρό συνειδητοποίησα ότι ο καθένας, από εμάς είναι στον δικό του “κόσμο” και διαμορφώνει την πραγματικότητα του μέσα από αυτόν, ξεκινώντας, κάπως έτσι να μελετάω αυτή τη θεώρηση. Ακόμη, αυθόρμητα έκανα και τον συνειρμό πως επηρεάζεται και ο σχεδιασμός.

→ **Κάταγγραφή**

# PROCESS



Από τον Δεκέμβριο του 2019 ξεκίνησα εργασία. Η πρώτη μου ιδέα ήταν να κέννοια της πραγματικότητας. Δεν ήθελα της πραγματικότητας, αλλά ήθελα να έρευνας είδα πολλές ταινίες και διάβα Μάθαινα, τόσο πιο συνθέτη γινόταν η ανακάλυψη τον Astronio οποίος έχει κ Και εκεί, ενώ μπορεί να φαινόταν στην πληροφορία που έδινε ήταν αρκετά κ πρόβλημα ότι μου έλειπαν βασικές γν



After Bitter  
of Abuse

By NICHOLAS FANDOS and MICHAEL D. SHEAR

WASHINGTON — The House of Representatives on Wednesday impeached President Trump for abuse of power and obstruction of Congress, making him the third president in history to be charged with committing high crimes and misdemeanors and face removal by the Senate.

On a day of constitutional consequence and raging partisan tension, the voters on the two articles

Argued in the Republican-controlled chamber may be likely, but the proceeding is certain to further aggravate the political and cultural fault lines in the country that Mr. Trump's presidency has brought into dramatic relief. Regardless of the outcome, the impeachment votes in the House put an indelible stain on Mr. Trump's presidency that cannot be wiped from the public consciousness.



Έτσι, λοιπόν, μια μέρα όπως ήμουν μέσα στο μετρό συνειδή από εμάς είναι στον δικό του "κόσμο" και διαμορφώνει την από αυτόν, ξεκινώντας, κάπως έτσι να μελετάω αυτή τη θε έκανα και τον συνειρμό πως επηρεάζεται και ο σχεδιασμός

→ ΣΥΝΘΕΤΟ

# PROCESS



Από τον Δεκέμβριο του 2019 ξεκίνησα εργασία. Η πρώτη μου ιδέα ήταν να κέννοια της πραγματικότητας. Δεν ήθελα της πραγματικότητας, αλλά ήθελα να έρευνας είδα πολλές ταινίες και διάβα Μάθαινα, τόσο πιο συνθέτη γινόταν η ανακάλυψη τον Astronio οποίος έχει κ Και εκεί, ενώ μπορεί να φαινόταν στην πληροφορία που έδινε ήταν αρκετά κ πρόβλημα ότι μου έλειπαν βασικές γν



Έτσι, λοιπόν, μια μέρα όπως ήμουν μέσα στο μετρό συνειδ από εμάς είναι στον δικό του "κόσμο" και διαμορφώνει την από αυτόν, ξεκινώντας, κάπως έτσι να μελετάω αυτή τη θε έκανα και τον συνειρμό πως επηρεάζεται και ο σχεδιασμός



← ΣΥΝΘΕΤΟ

# PROCESS

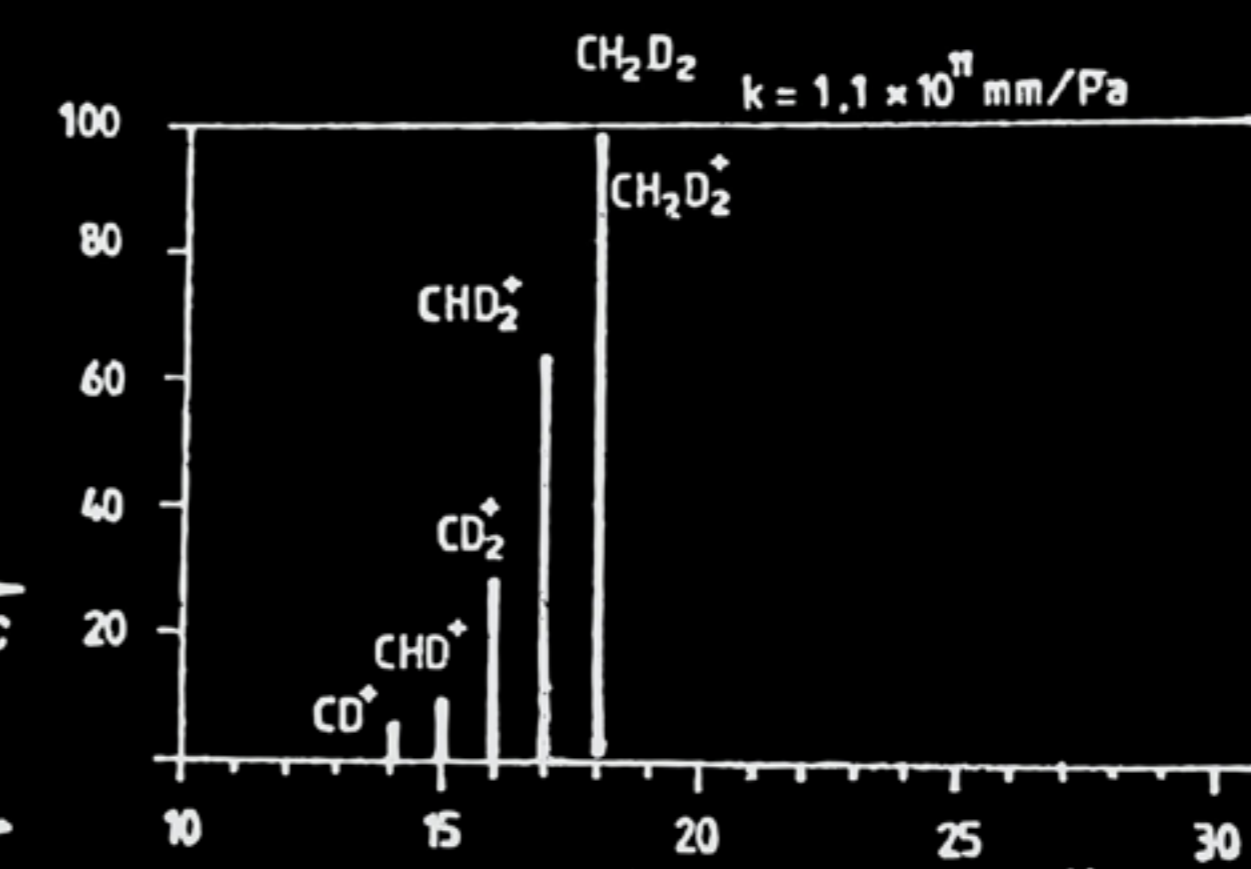
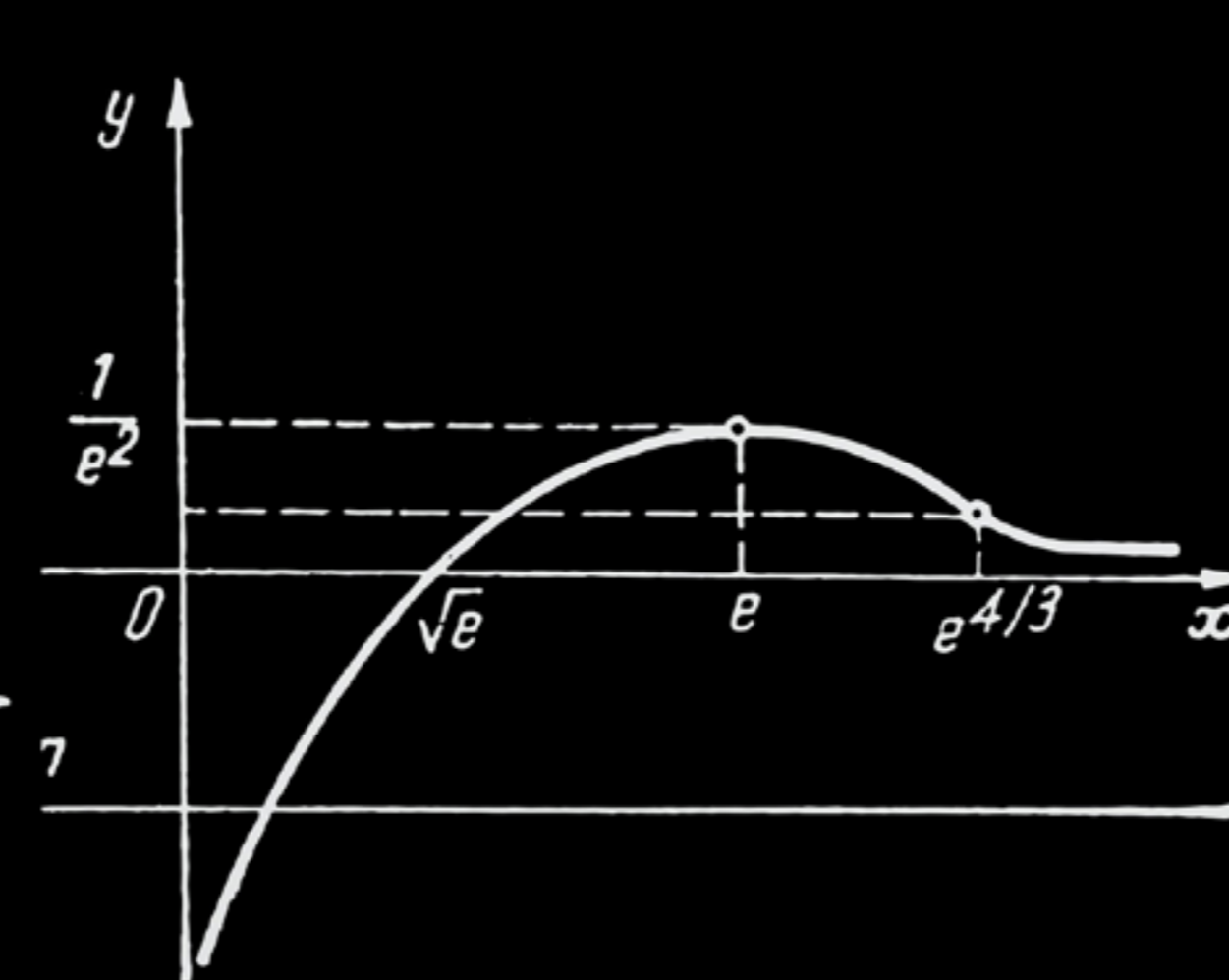
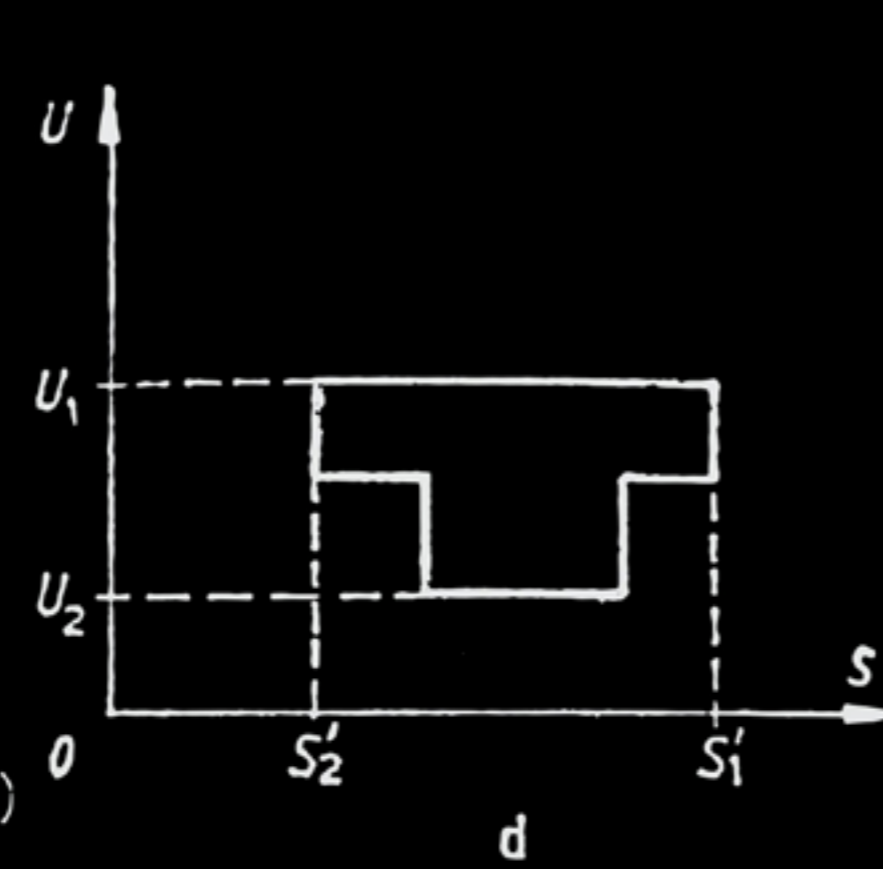
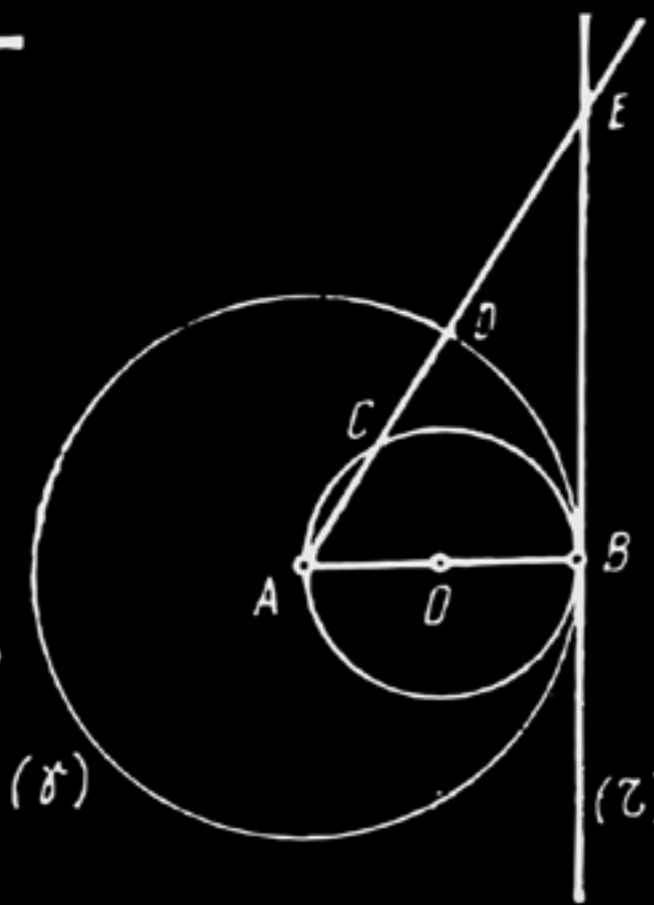
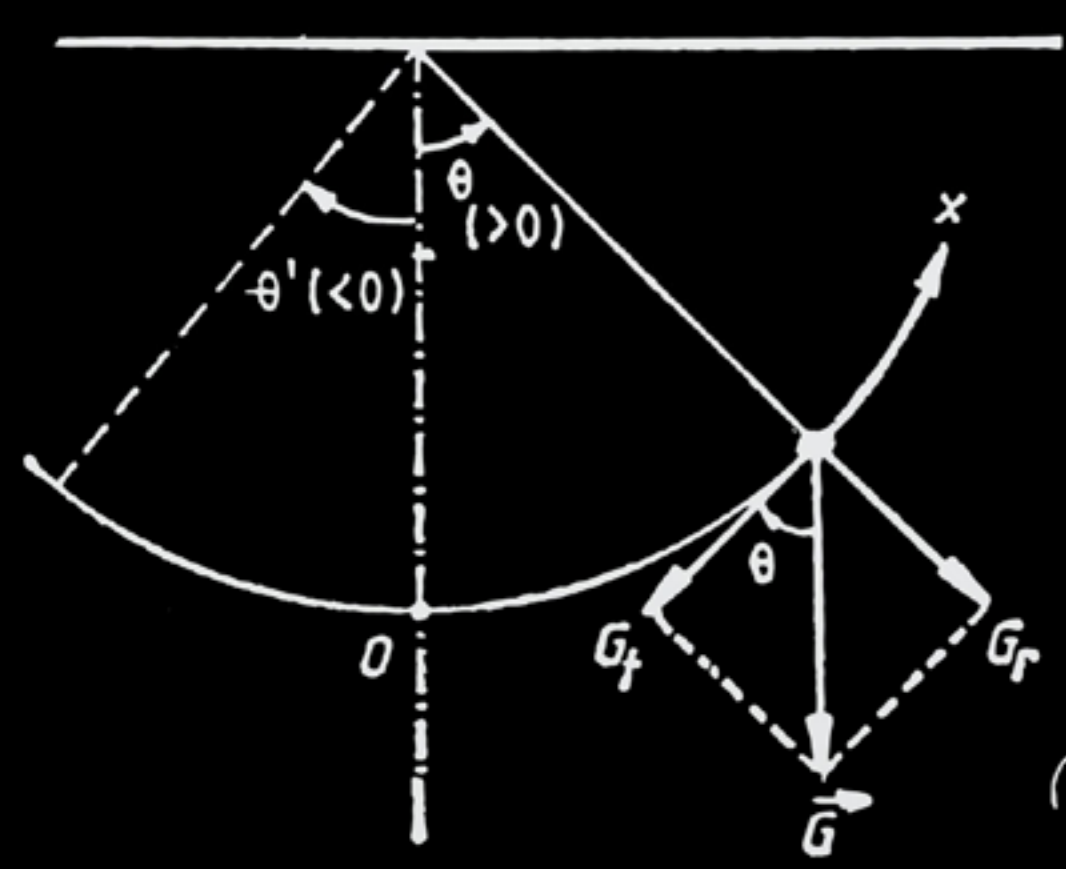
Από τον Δεκέμβριο του 2019 ξεκίνησα  
 εργασίας. Η πρώτη μου ιδέα ήταν να κ  
 έννοια της πραγματικότητας. Δεν ήθε  
 της πραγματικότητας, αλλά ήθελα να  
 έρευνας είδα πολλές ταινίες και διάβα  
 Μάθαινα, τόσο πιο συνθέτη γινόταν η  
 ανακάλυψα τον Astronio οποίος έχει κ  
 Και εκεί, ενώ μπορεί να φαινόταν στην  
 πληροφορία που έδινε ήταν αρκετά κ  
 πρόβλημα ότι μου έλειπαν βασικές γν

Έτσι, λοιπόν, μια μέρα όπως ήμουν μέσα στο μ  
 από εμάς είναι στον δικό του "κόσμο" και διαμ  
 από αυτόν, ξεκινώντας, κάπως έτσι να μελετά  
 έκανα και τον συνειρμό πως επηρεάζεται και ο



# ! Ενδιαφέρον



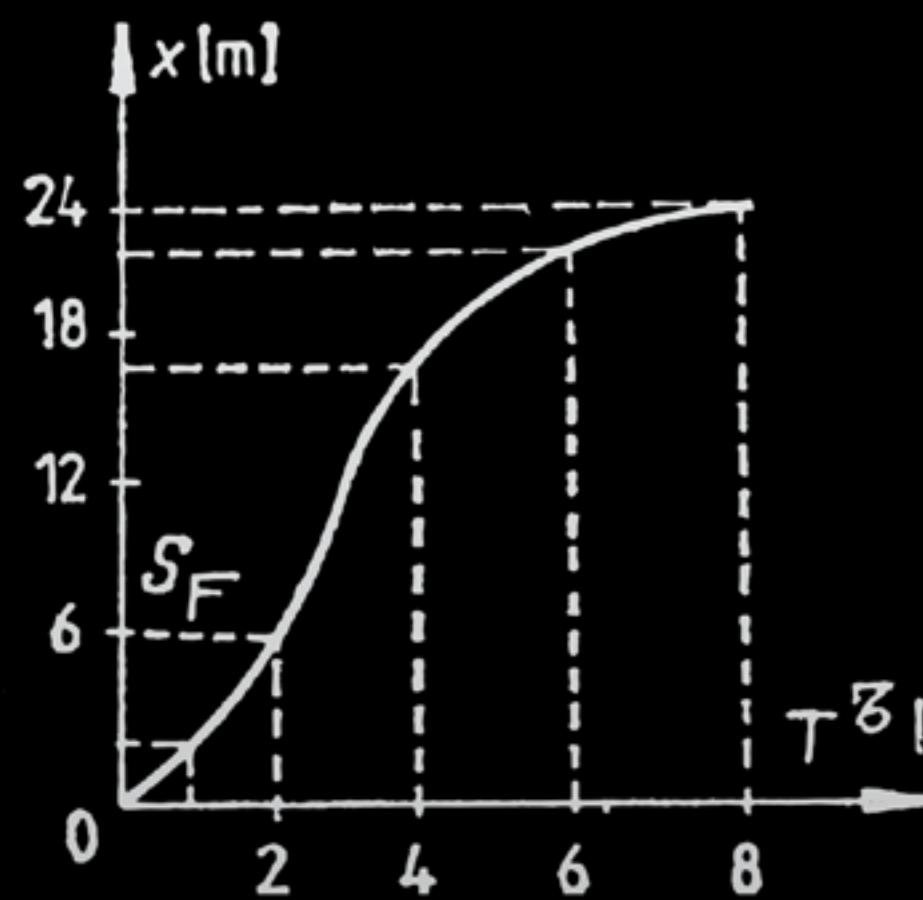


$$E_p = E_{p_{max}} \Rightarrow \sin^2\left(3t_p + \frac{\pi}{3}\right) = 1$$

$$= \sin^2\left(\frac{\pi}{2} + n\pi\right); n = 0, 1, 2, \dots$$

$$t_p = \frac{\pi}{3}\left(n + \frac{1}{6}\right); n = 0, 1, 2, \dots$$

$$E_c = E_{c_{max}} \Rightarrow \cos^2\left(3t_c + \frac{\pi}{3}\right) = 1 \Rightarrow \cos\left(3t_c + \frac{\pi}{3}\right) = \pm 1 = \cos(n\pi) \Rightarrow t_c = \frac{\pi}{3}\left(n - \frac{1}{3}\right)$$



$$\frac{1 - \left(-\frac{1}{n+2}\right)^{n+1}}{1 + \frac{1}{n+2}} + \frac{1}{n+1} \cdot \frac{1 - \left(-\frac{1}{n+1}\right)^{n+1}}{1 + \frac{1}{n+1}} = \int_{-a}^0 x^2 e^{ax} dx = \frac{1}{a} (x^2 e^{ax}) \Big|_{-a}^0 - \frac{2}{a} \int_{-a}^0 x e^{ax} dx$$

$$= -a^2 - \frac{2}{a} \left[ \frac{1}{a} (x e^{ax}) \Big|_{-a}^0 - \frac{1}{a} \int_{-a}^0 e^{ax} dx \right]$$

$$+ \frac{2}{a^2} \left[ \frac{1}{a} (e^{ax}) \Big|_{-a}^0 \right] = -a e^{-a^2} - \frac{2}{a} e^{-a^2} + \frac{2}{a^3} [1 - e^{-a^2}]$$

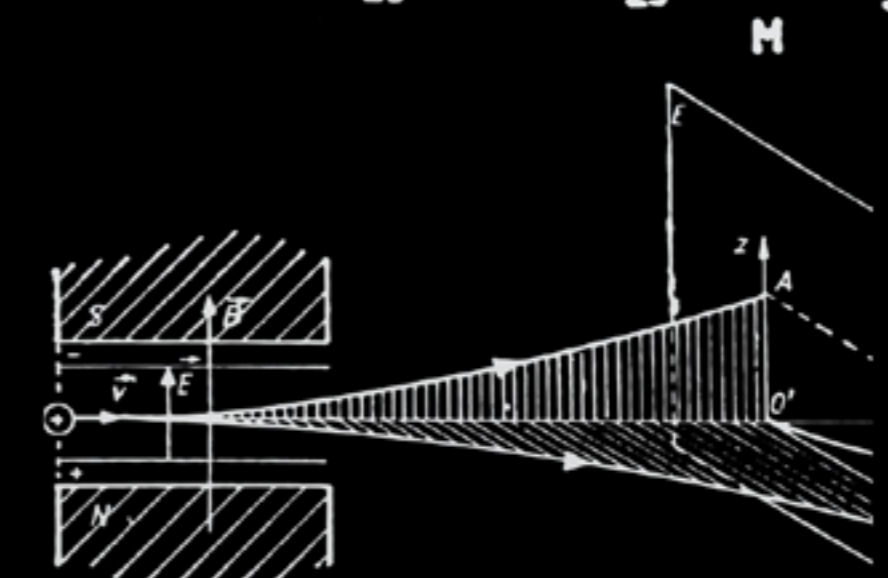
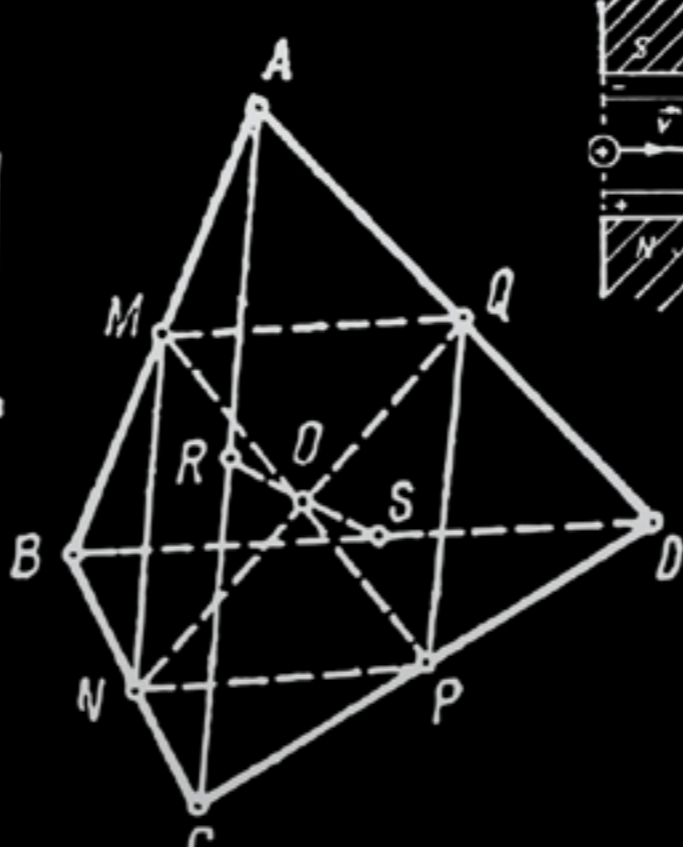
$$= \frac{1}{a^3 e^{a^2}} [2e^{a^2} - 2 - 2a^2 - a^4]$$

$$= \int_{-a}^0 x^2 e^{ax} dx = \frac{1}{a} (x^2 e^{ax}) \Big|_{-a}^0 - \frac{2}{a} \int_{-a}^0 x e^{ax} dx$$

$$= -a^2 - \frac{2}{a} \left[ \frac{1}{a} (x e^{ax}) \Big|_{-a}^0 - \frac{1}{a} \int_{-a}^0 e^{ax} dx \right]$$

$$+ \frac{2}{a^2} \left[ \frac{1}{a} (e^{ax}) \Big|_{-a}^0 \right] = -a e^{-a^2} - \frac{2}{a} e^{-a^2} + \frac{2}{a^3} [1 - e^{-a^2}]$$

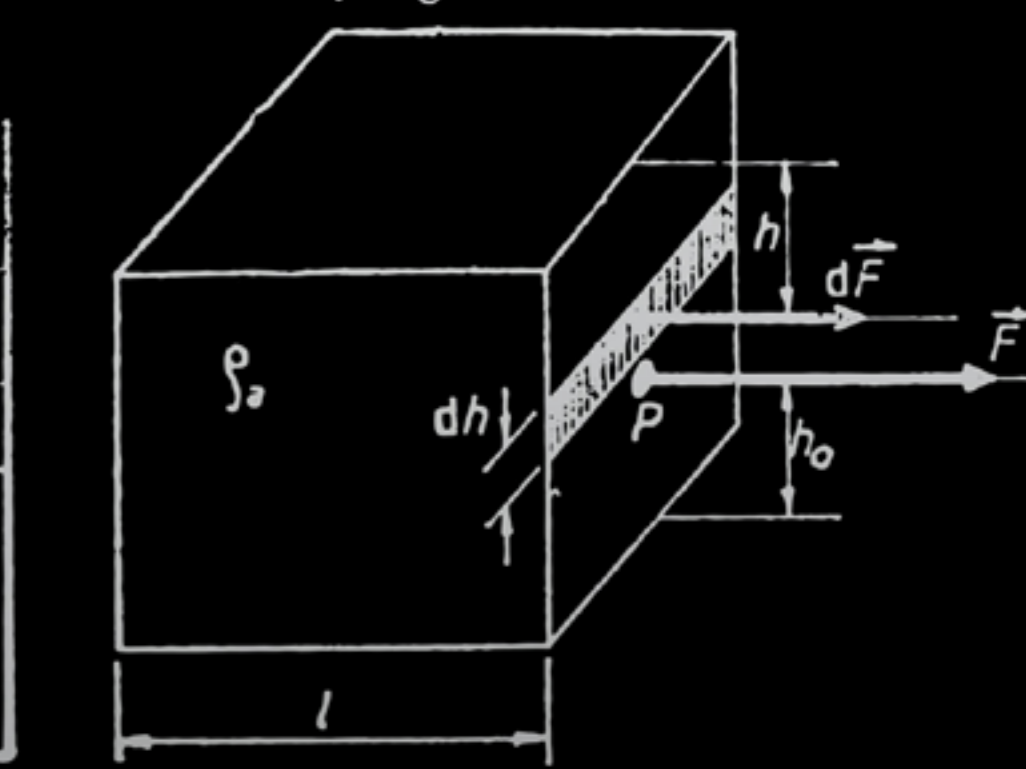
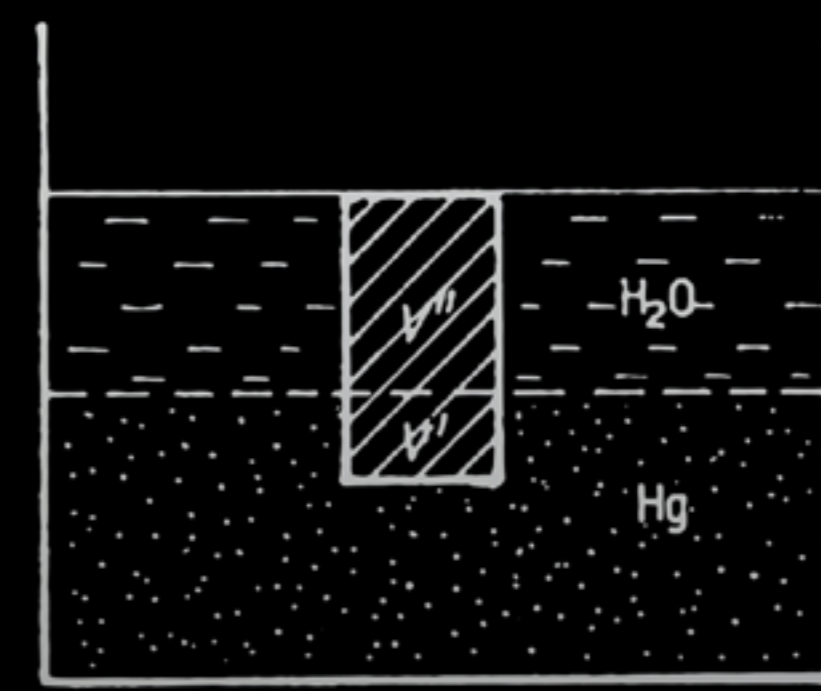
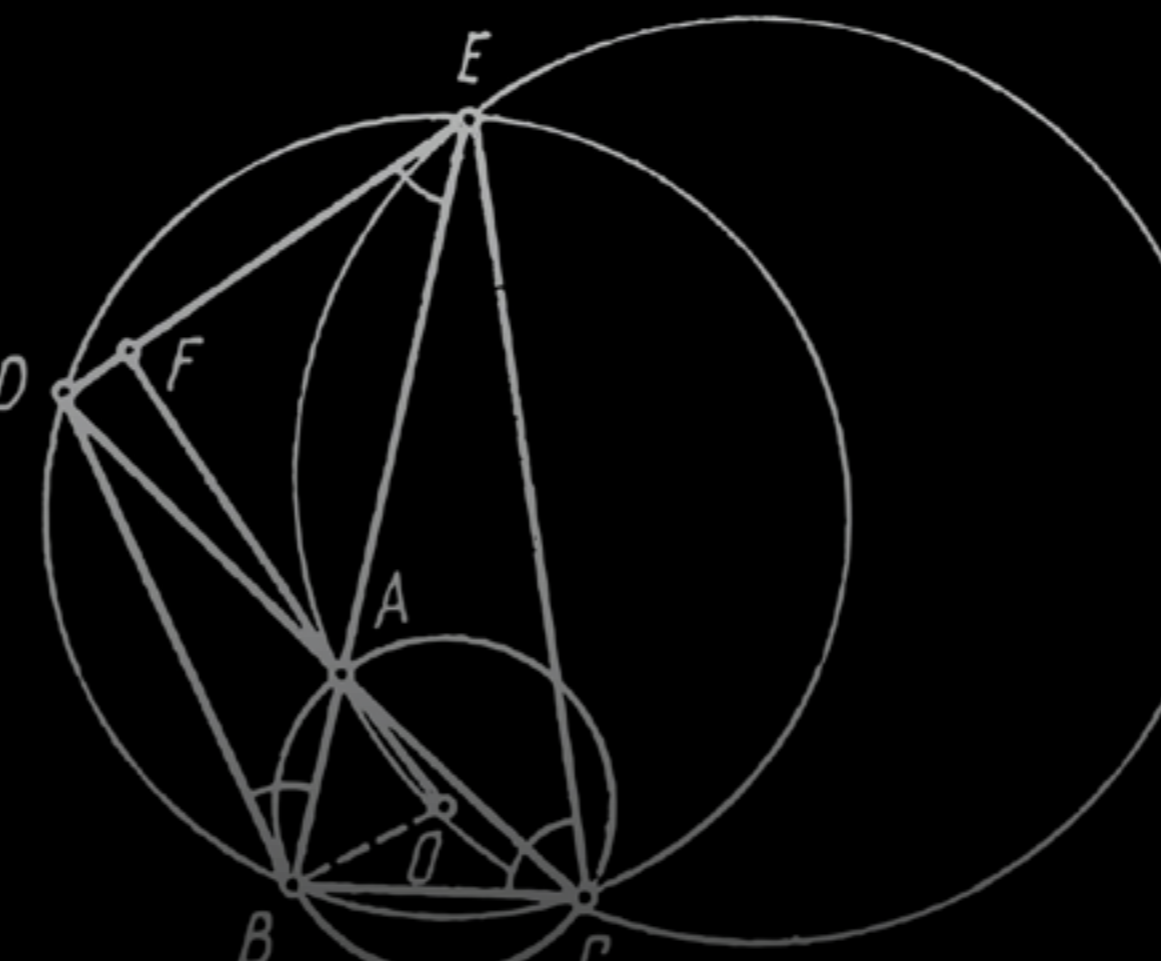
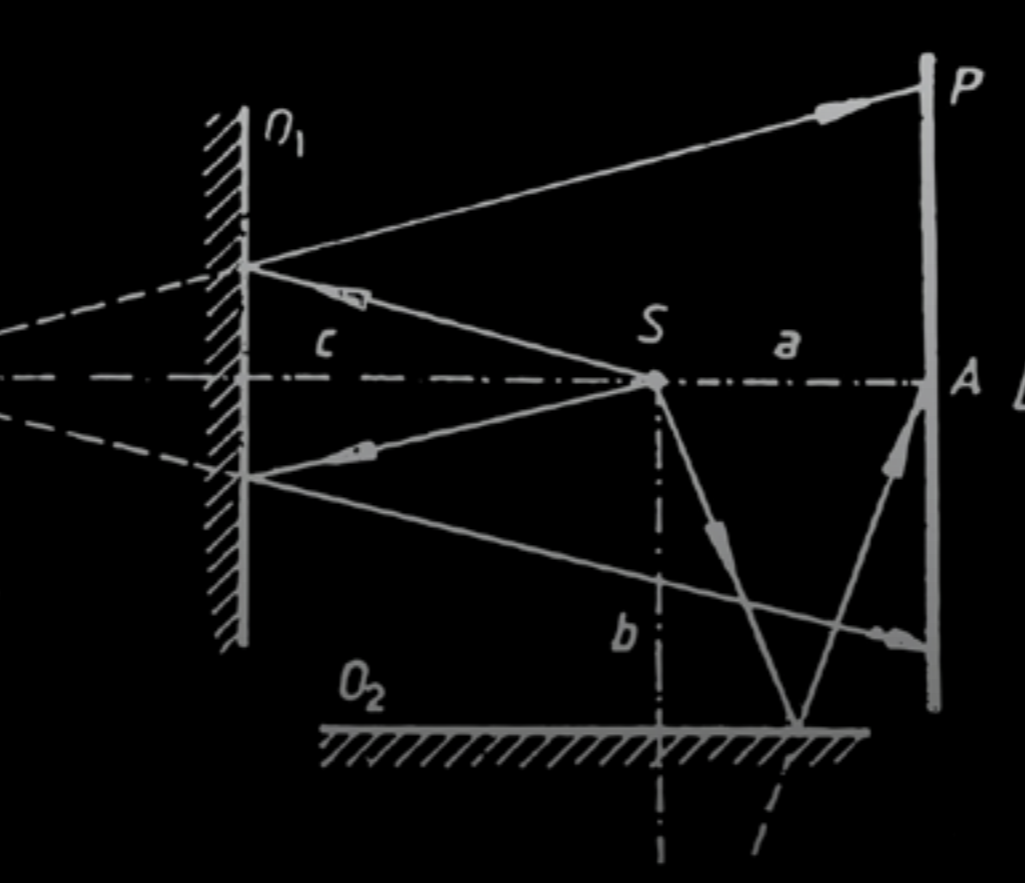
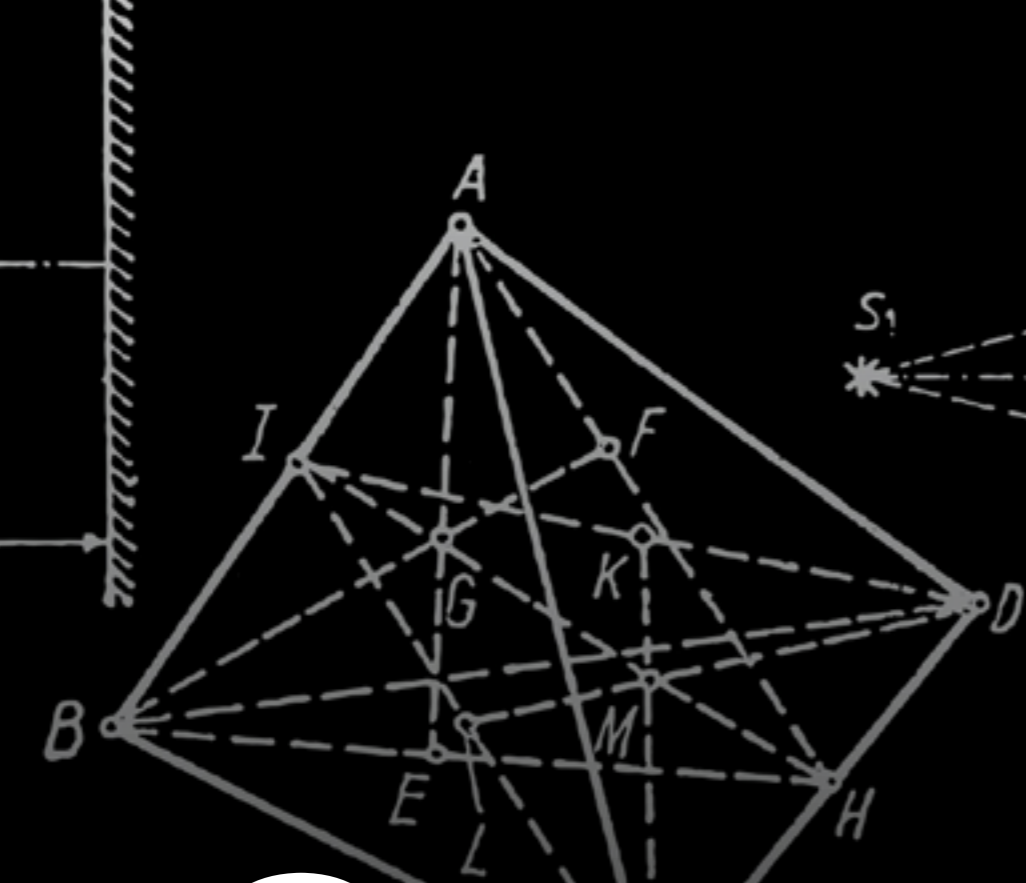
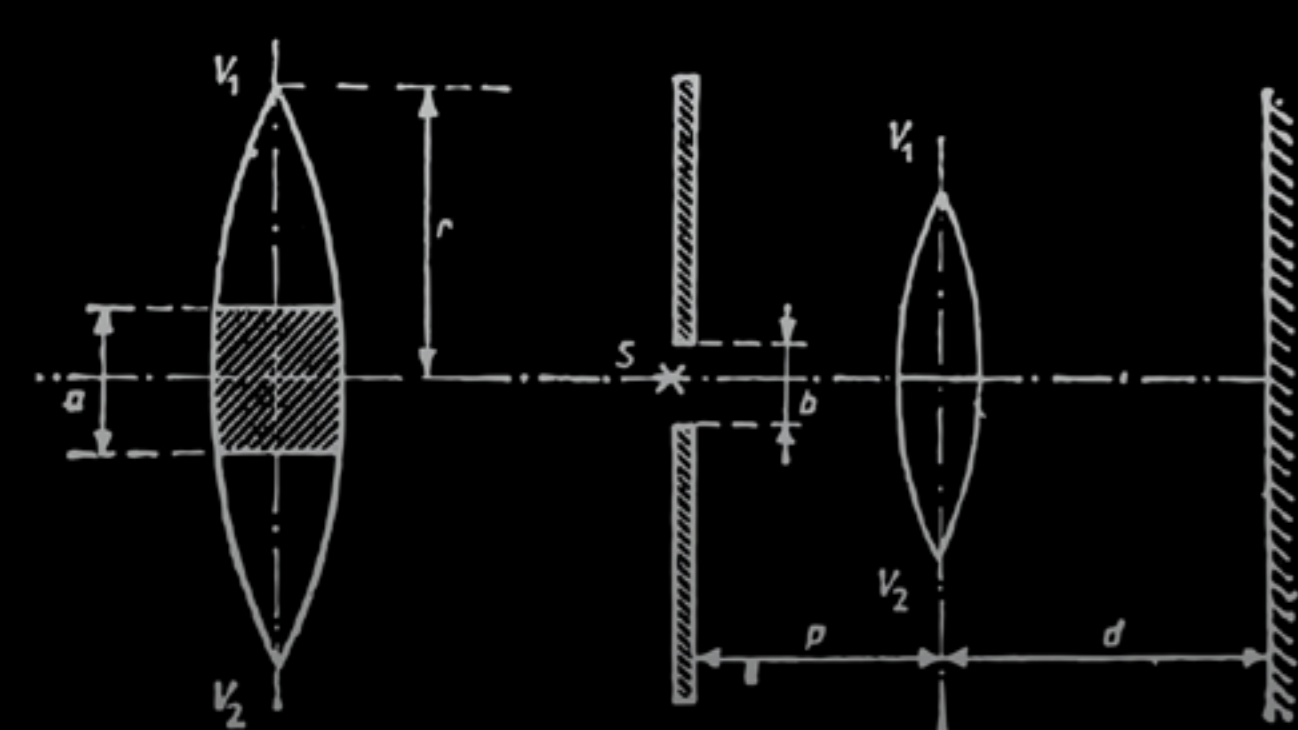
$$= \frac{1}{a^3 e^{a^2}} [2e^{a^2} - 2 - 2a^2 - a^4]$$



$$\omega = \sqrt{\frac{k}{m}} = \sqrt{\frac{4\pi m_1 K \rho}{3m_1}} = \sqrt{\frac{4\pi K \rho}{3}}$$

$$\omega = \sqrt{\frac{g_0}{R_0}}$$

$$T = \frac{2\pi}{\omega} = 2\pi \sqrt{\frac{R_0}{g}} = 5,03 \cdot 10^3 \text{ s}$$



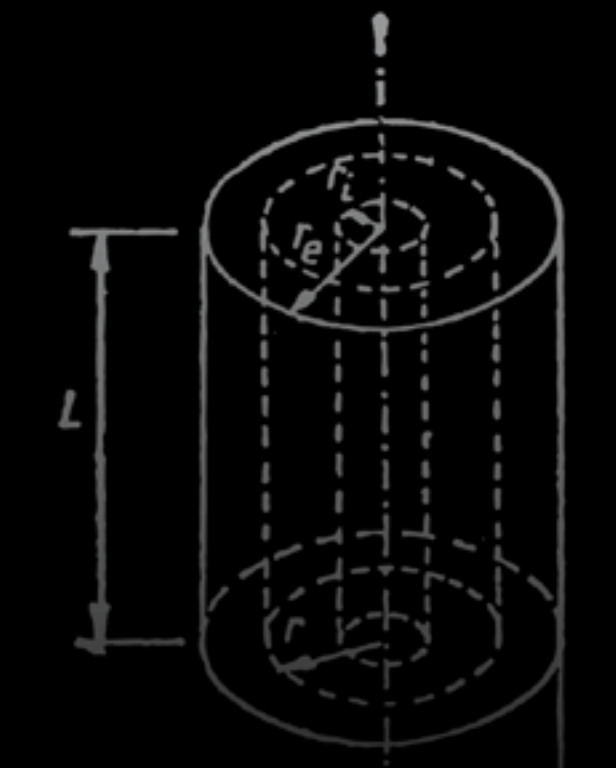
$$Q_{total} = Q_1 + Q_2 = 3\epsilon_0 \frac{S}{d_1} U_0$$

$$C_1 = C_2 = \epsilon_0 \frac{S}{d_1} = 8,85 \text{ pF}$$

$$Q = \frac{Q_1 + Q_2}{2} = 13,275 \cdot 10^{-9} \text{ C}$$

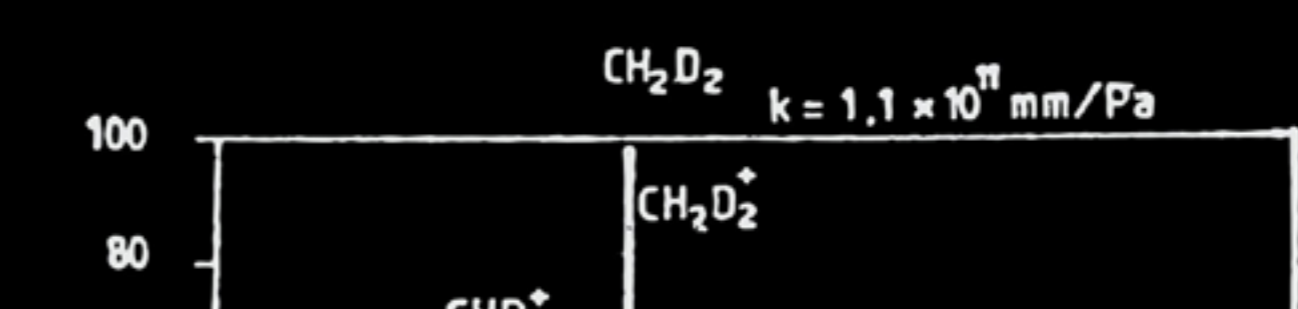
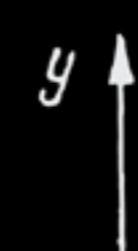
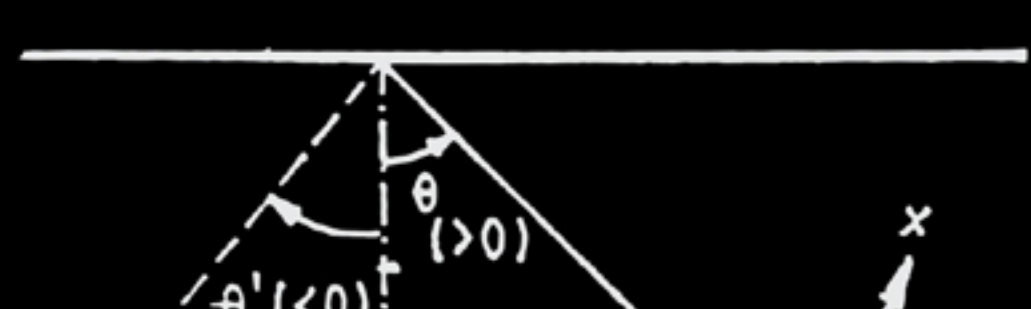
$$U = \frac{Q}{C_1} = \frac{3}{2} U_0 = 1500 \text{ V}$$

$$W = \frac{1}{2} Q U = \frac{9}{8} \epsilon_0 \frac{S}{d_1} U_0^2 = 9,956 \cdot 10^{-6} \text{ J}$$



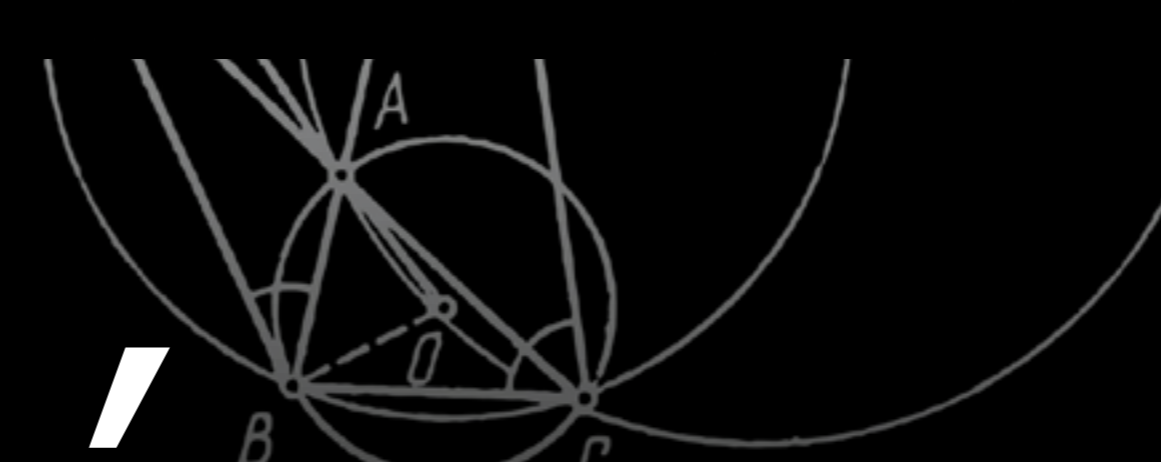
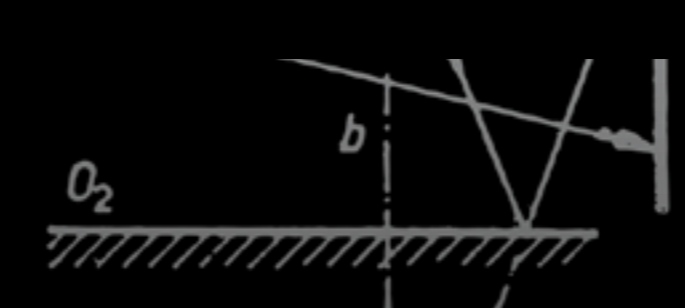
← Σύνθετο

$$-(x+l)I_2 + (xt - yz)I_2 = 0$$



$$E_p = E_{p_{max}} \Rightarrow \sin^2\left(3t_p + \frac{\pi}{3}\right) = 1$$

$$= \sin\left(\frac{\pi}{2} + n\pi\right); n = 0, 1, 2, \dots$$

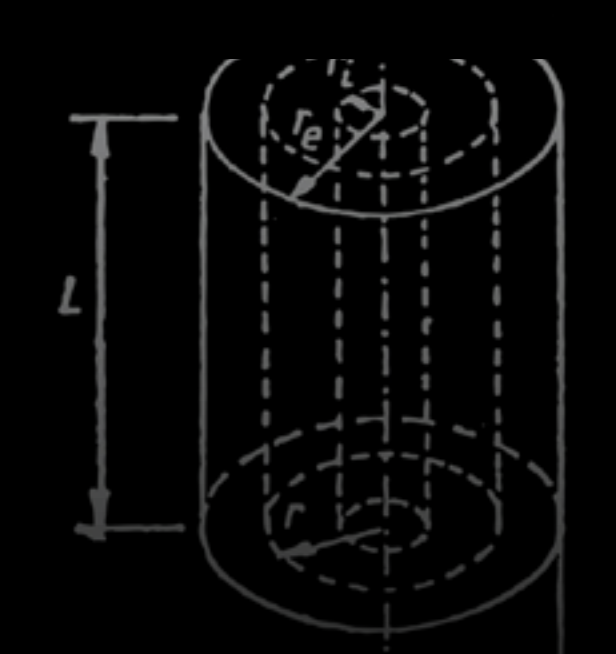


$$C_1 = C_2 = \epsilon_0 \frac{S}{d_1} = 8,85 \text{ pF}$$

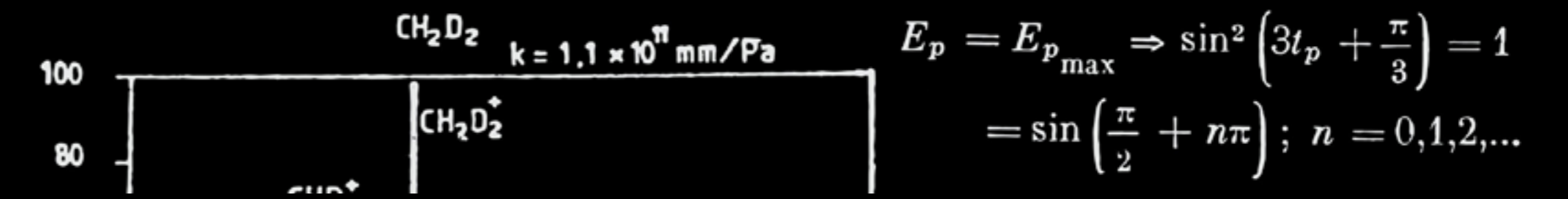
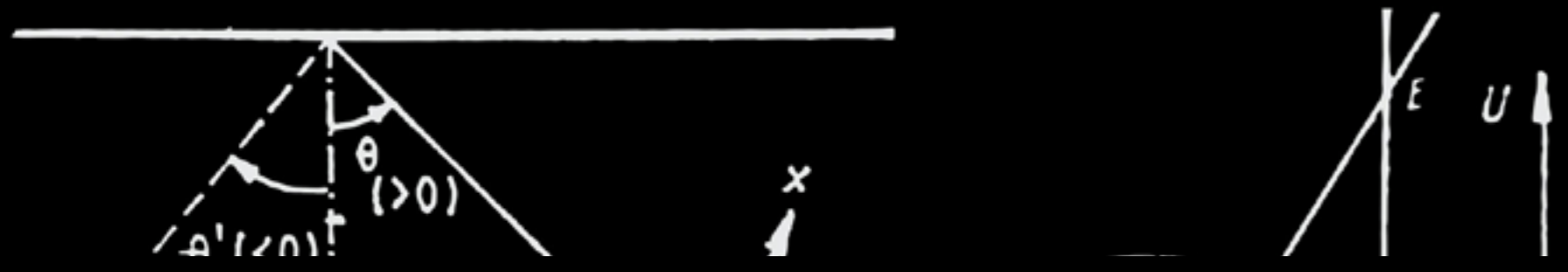
$$Q = \frac{Q_1 + Q_2}{2} = 13,275 \cdot 10^{-9} \text{ C}$$

$$V = \frac{Q}{C_1} = \frac{3}{2} U_0 = 1500 \text{ V}$$

$$W = \frac{1}{2} Q U = \frac{9}{2} \epsilon_0 \frac{S}{d_1} U_0^2 = 9,956 \cdot 10^{-6} \text{ J}$$



# Πραγματικότητα



Πτυχιακή

Maria Bizimi <myrabizimi@gmail.com> to Katerina

Καλησπέρα! Ελπίζω να είσαι καλά. Ισχύει ακόμα οτι μπορείς να με αναλάβεις για την πτυχιακή? Εάν ναι το θέμα θα ήθελα να είναι η μελέτη ψυχολογικών πειραμάτων που είναι άμεσα συνδεδεμένα με την όραση και τα οπτικά ερεθίσματα. ( π.χ. [βλ. TSanocki and Sulman's Color Relations Experiment Color relations increase the capacity of visual short-term memory](#).) Στόχος μου είναι να κατανοήσω καλύτερα πως δρουν τα οπτικά ερεθίσματα στην ψυχολογία του ατόμου κατακτώντας εργαλεία για καλύτερη οπτική επικοινωνία και πως δημιουργείται η αντίληψη μας μέσα από την οπτική οργάνωση της συνείδησης.

Επισυνάπτω τις πιο πρόσφατες εργασίες μου που πιστεύω ότι ίσως πάω προς τα εκεί στο σπιλ αλλά ακόμη δεν είμαι σίγουρη για τι μορφή θα έχει. Αρχικά ως στόχο έχω ένα έντυπο πληροφορικό άλλα με διαδραστικά/πειραματικά χαρακτηριστικά και ίσως ένα διαδραστικό site ή video.

Εάν έχεις χρόνο πάρε με ένα τηλέφωνο να μιλήσουμε και πιο αναλυτικά.

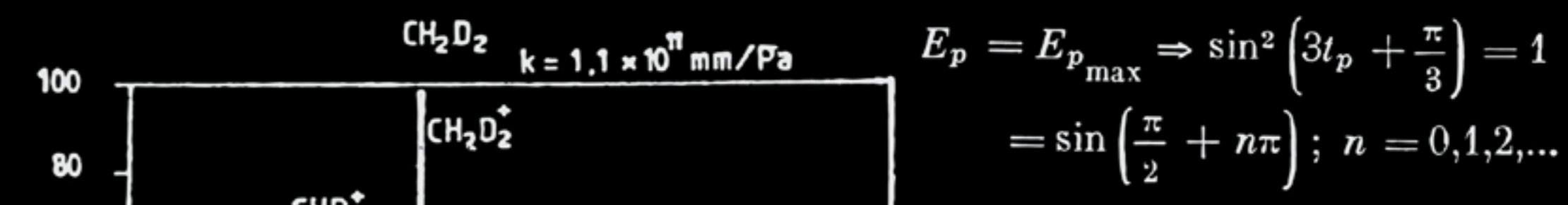
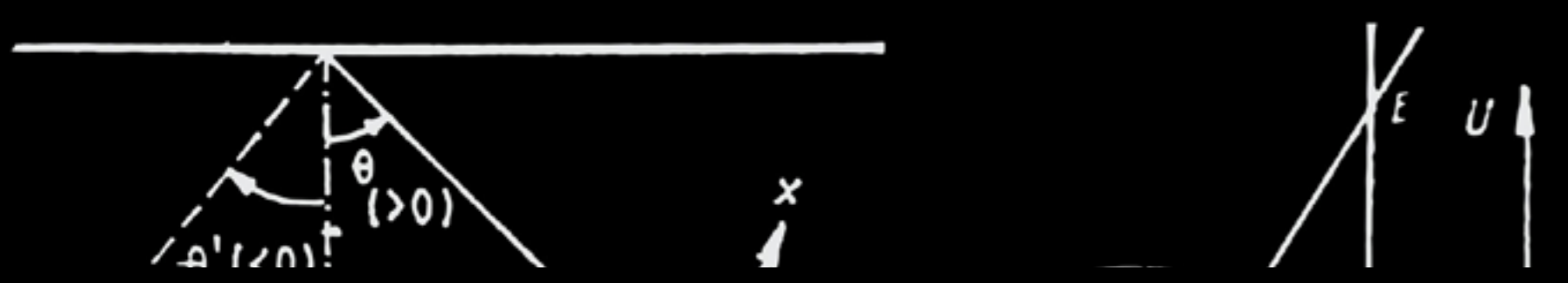
Σε ευχαριστώ πολύ 😊  
Μάιρα



3 Attachments


- ΣΧΕΔΙΑΣΜΟΣ ΛΟΓΟΤΕΧΝΙΚΟΥ
- ΚΗΠΟΣ ΣΗΜΕΙΟ
- Παρουσίαση γραμμ...


↓ Πρώτο mail

Physics diagrams and equations for a capacitor and a cylinder. Equations include:  $C_1 = C_2 = \epsilon_0 \frac{S}{d_1} = 8,85 \text{ pF}$ ,  $Q = \frac{Q_1 + Q_2}{2} = 13,275 \cdot 10^{-9} \text{ C}$ ,  $U = \frac{Q}{C_1} = \frac{3}{2} U_0 = 1500 \text{ V}$ , and  $W = \frac{1}{2} Q U = \frac{9}{8} \epsilon_0 \frac{S}{d_1} U_0^2 = 9,956 \cdot 10^{-6} \text{ J}$ . A diagram shows a cylinder with length  $L$  and radius  $r$ .



Πτυχιακή  

**Maria Bizimi** <myrabizimi@gmail.com>  
to Katerina 

Καλησπέρα! Ελπίζω να είσαι καλά. Ισχύει ακόμα οτι μπορείς να με αναλάβεις για την πτυχιακή? 

Εάν ναι το θέμα θα ήθελα να είναι η μελέτη ψυχολογικών πειραμάτων που είναι άμεσα συνδεδεμένα με την όραση και τα οπτικά ερεθίσματα.  
( π.χ. [βλ. TSanocki and Sulman's Color Relations Experiment Color relations increase the capacity of visual short-term memory](#) )

Στόχος μου είναι να κατανοήσω καλύτερα πως δρουν τα οπτικά ερεθίσματα στην ψυχολογία του ατόμου κατακτώντας εργαλεία για καλύτερη οπτική επικοινωνία και πως δημιουργείται η αντίληψη μας μέσα από την οπτική οργάνωση της συνείδησης.

Επισυνάπτω τις πιο πρόσφατες εργασίες μου που πιστεύω ότι ίσως πάω προς τα εκεί στο σπιλ αλλά ακόμη δεν είμαι σίγουρη για τι μορφή θα έχει. Αρχικά ως στόχο έχω ένα έντυπο πληροφορικό άλλα με διαδραστικά/πειραματικά χαρακτηριστικά και ίσως ένα διαδραστικό site ή video.

Εάν έχεις χρόνο πάρε με ένα τηλέφωνο να μιλήσουμε και πιο αναλυτικά.

Σε ευχαριστώ πολύ 😊  
Μάιρα

3 Attachments



6 Απριλίου 2021

 Ξεκίνησε Meeting in "General"

Σύμπτυξη όλων

**AA** ΑΙΚΑΤΕΡΙΝΗ ΑΝΤΩΝΑΚΗ 6/4/2021, 5:50 μ.μ.  

- κατευθυντήριες γραμμές: <http://www.camhigh.school.nz/files/Living%20Documents/Cambridge%20High%20Referencing%20Guide.pdf>
- <https://citationsy.com/styles/cambridge-university-press-author-date>

 Η σύσκεψη έληξε: 1 ώρ. 34 λ.

 Απάντηση



# ↓ Πρώτη συνάντηση



# ΠΡΑΓΜΑΤΙΚΟΤΗΤΑ

Ο όρος πραγματικότητα περιλαμβάνει όλα όσα υπάρχουν, είτε αυτά είναι παρατηρήσιμα, είτε όχι. Η σύγχρονη Ευρωπαϊκή Φιλοσοφία χρησιμοποιεί τέσσερις έννοιες ώστε να ξεχωρίζει τι αποτελεί μέρος της πραγματικότητας, δηλαδή τι αποτελεί πραγματικό φαινόμενο: την αληθεια, το γεγονός, το αξίωμα και την φαινομενολογική πραγματικότητα.

Η φαινομενολογική πραγματικότητα αναφέρεται στην αντίληψη του κόσμου από ένα και μόνο άτομο. Η φόρμα αυτή της πραγματικότητας βασίζεται καθαρά στην προσωπική αντίληψη. Οι φαινομενολογικές πραγματικότητες πολλών ανθρώπων μπορούν να μοιάζουν ή να συμπίπτουν ή να είναι εντελώς διαφορετικές.

# ΦΑΙΝΟΜΕΝΟΛΟΓΙΚΗ

Ο όρος πραγματικότητα περιλαμβάνει παρατηρήσιμα, είτε όχι. Η χρησιμοποιεί τέσσερις έννοιες της πραγματικότητας, δηλαδή την αληθεια, το γεγονός, το αξίωμα

Η φαινομενολογική πραγματικότητα κόσμου από ένα και μόνο άτομο βασίζεται καθαρά στην προσωπική πραγματικότητες πολλών ανθρώπων συμπίπτουν ή να είναι εντελώς δ



# ΦΑΙΝΟΜΕΝΟΛΟΓΙΚΗ

Ο όρος πραγματικότητα περιλαμβάνει παρατηρήσιμα, είτε όχι. Η χρησιμοποιεί τέσσερις έννοιες της πραγματικότητας, δηλαδή την αληθεια, το γεγονός, το αξίωμα

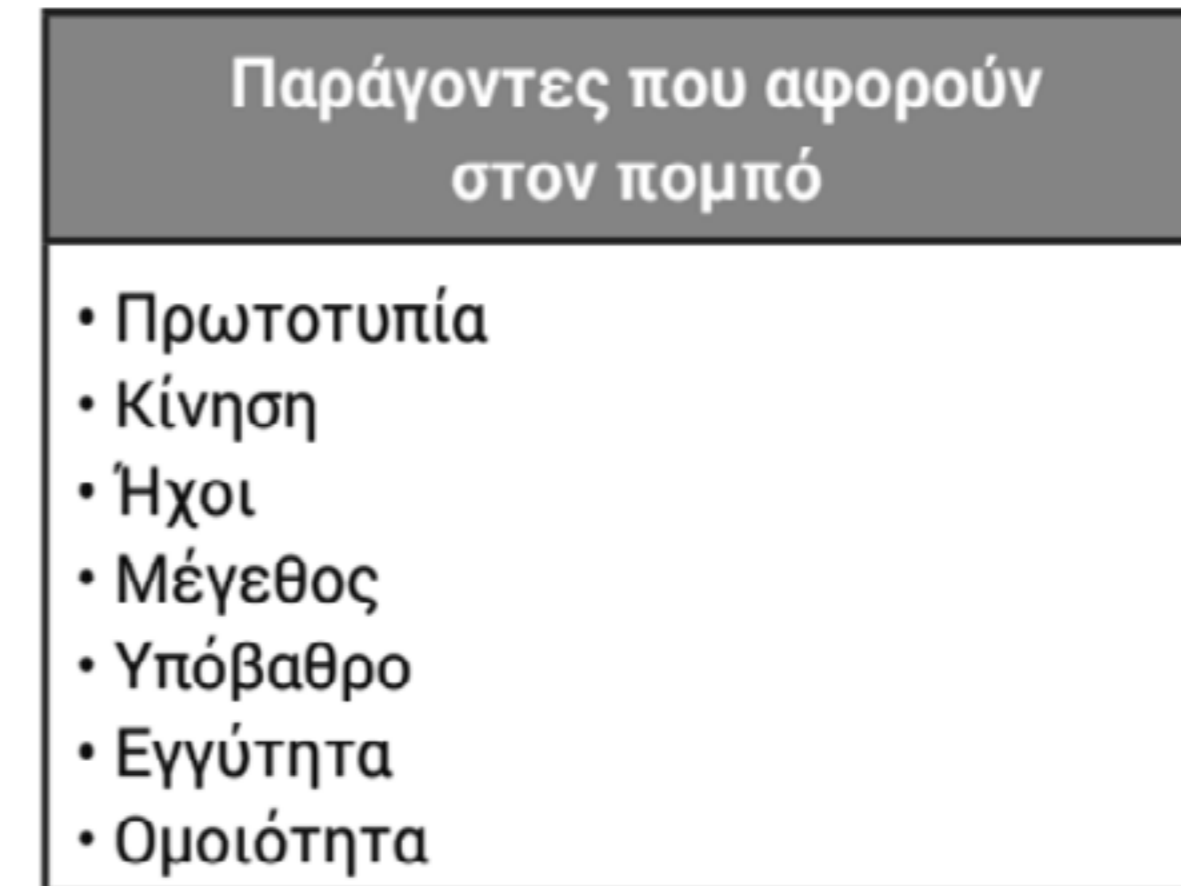
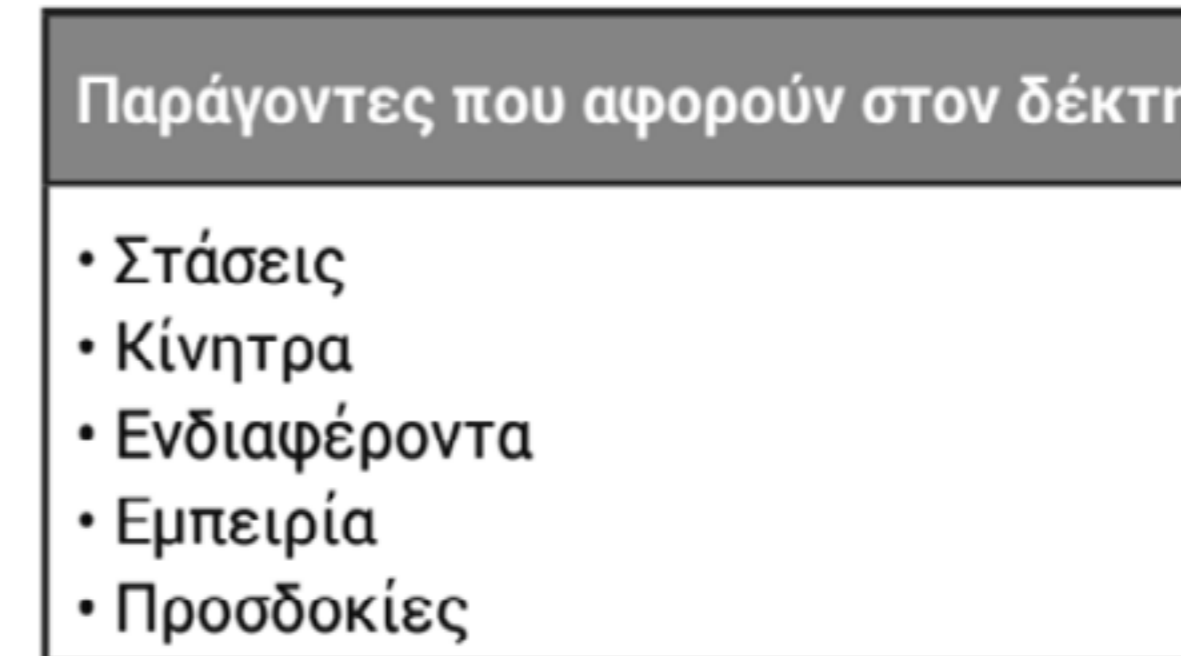
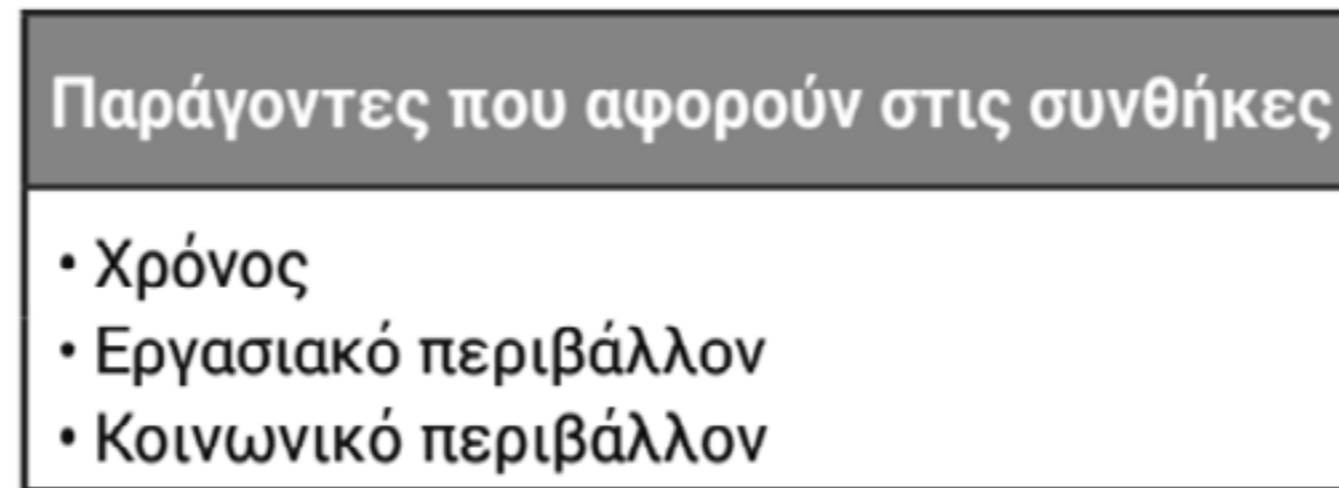
Η φαινομενολογική πραγματικότητα κόσμου από ένα και μόνο άτομο βασίζεται καθαρά στην προσωπική πραγματικότητες πολλών ανθρώπων συμπίπτουν ή να είναι εντελώς



# ΑΝΤΙΛΗΨΗ

Αυτό που αντιλαμβανόμαστε επηρεάζεται από ό,τι ήδη γνωρίζουμε, σκεφτόμαστε, αισθανόμαστε. Συνεπώς, η αντίληψη είναι μια λειτουργία ενεργητική, κατασκευαστική.

**Παράγοντες που επηρεάζουν την αντίληψη (Robbins & Judge, 2007)**



Παράγοντες που επηρεάζουν την αντίληψη (Robbins & Judge, 2007)

# ΑΝΤΙΛΗΨΗ

Αυτό που αντιλαμβανόμαστε επηρεάζεται από ό,τι ήδη γνωρίζουμε, σκεφτόμαστε, αισθανόμαστε. Συνεπώς, η αντίληψη είναι μια λειτουργία ενεργητική, κατασκευαστική.

**Παράγοντες που επηρεάζουν την αντίληψη (Robbins & Judge, 2007)**

- Παράγοντες που αφορούν στις συνθήκες**
- Χρόνος
  - Εργασιακό περιβάλλον
  - Κοινωνικό περιβάλλον

- Παράγοντες που αφορούν στον δέκτη**
- Στάσεις
  - Κίνητρα
  - Ενδιαφέροντα
  - Εμπειρία
  - Προσδοκίες

**Αντίληψη**

- Παράγοντες που αφορούν στον πομπό**
- Πρωτοτυπία
  - Κίνηση
  - Ήχοι
  - Μέγεθος
  - Υπόβαθρο
  - Εγγύτητα
  - Ομοιότητα

**Οπτικά ερεθίσματα**

Παράγοντες που επηρεάζουν την αντίληψη (Robbins & Judge, 2007)

**«Έρευνες στο παρελθόν έχουν δείξει ότι χρησιμοποιώντας ερεθίσματα από τις τέχνες, δηλαδή από τη μουσική, την ποίηση ή τις εικαστικές τέχνες, μπορεί κανείς να αποκτήσει νέα γνώση για τους γνωστικούς μηχανισμούς που μπορεί να παραμείνουν απαρατήρητοι αν κάποιος επικεντρωθεί μόνο σε απλές διαμορφώσεις ερεθισμάτων»**

# ΑΝΘΡΩΠΟΚΕΝΤΡΙΚΟ

Ο σχεδιασμός βασίζεται σε καλές ιδέες, παρακινείται από αυτά που απαιτούν οι άνθρωποι και τελικά εξυπηρετεί τις ανάγκες τους. Αυτό μοιάζει με την ανθρωποκεντρική σχεδιαστική προσέγγιση (HCD) (Arnold, 1959a). Αλλά τι σημαίνει στην πραγματικότητα η τοποθέτηση του ανθρώπου στο «κέντρο», στην καθημερινή πρακτική σχεδιασμού;

Για να βάλουμε τους ανθρώπους στο επίκεντρο, πρέπει πρώτα να καταλάβουμε πώς αντιλαμβανόμαστε το περιβάλλον μας και κατά συνέπεια πώς διαμορφώνουμε την αντίληψή μας, ώστε να δημιουργήσουμε την πραγματικότητά μας.

# VISUAL REALITY

Η ανησυχία μου για την έννοια της πραγματικότητας αλλά και η τριβή μου με το design πυροδότησαν την αναζήτηση μου για την πραγματικότητα του design = Visual reality.

↘ Η λογοτύπιση του τίτλου του project αποτελείται από την ίδια την λέξη λέξη visual και από το λατινικό γράμμα R μέσα σε κύκλο (®) το οποίο σημαίνει “Registered” δηλαδή “Κατοχυρωμένο” και δείχνει ότι το διακριτικό σήμα που το συνοδεύει έχει καταχωρηθεί νόμιμα και τελεσίδικα και αποτελεί περιουσιακό στοιχείο της επιχείρησης στην οποία ανήκει.

↘ Η ιδέα πίσω από το λογότυπο είναι ότι η πραγματικότητα του καθένα από εμάς είναι κατοχυρωμένη και μοναδική.



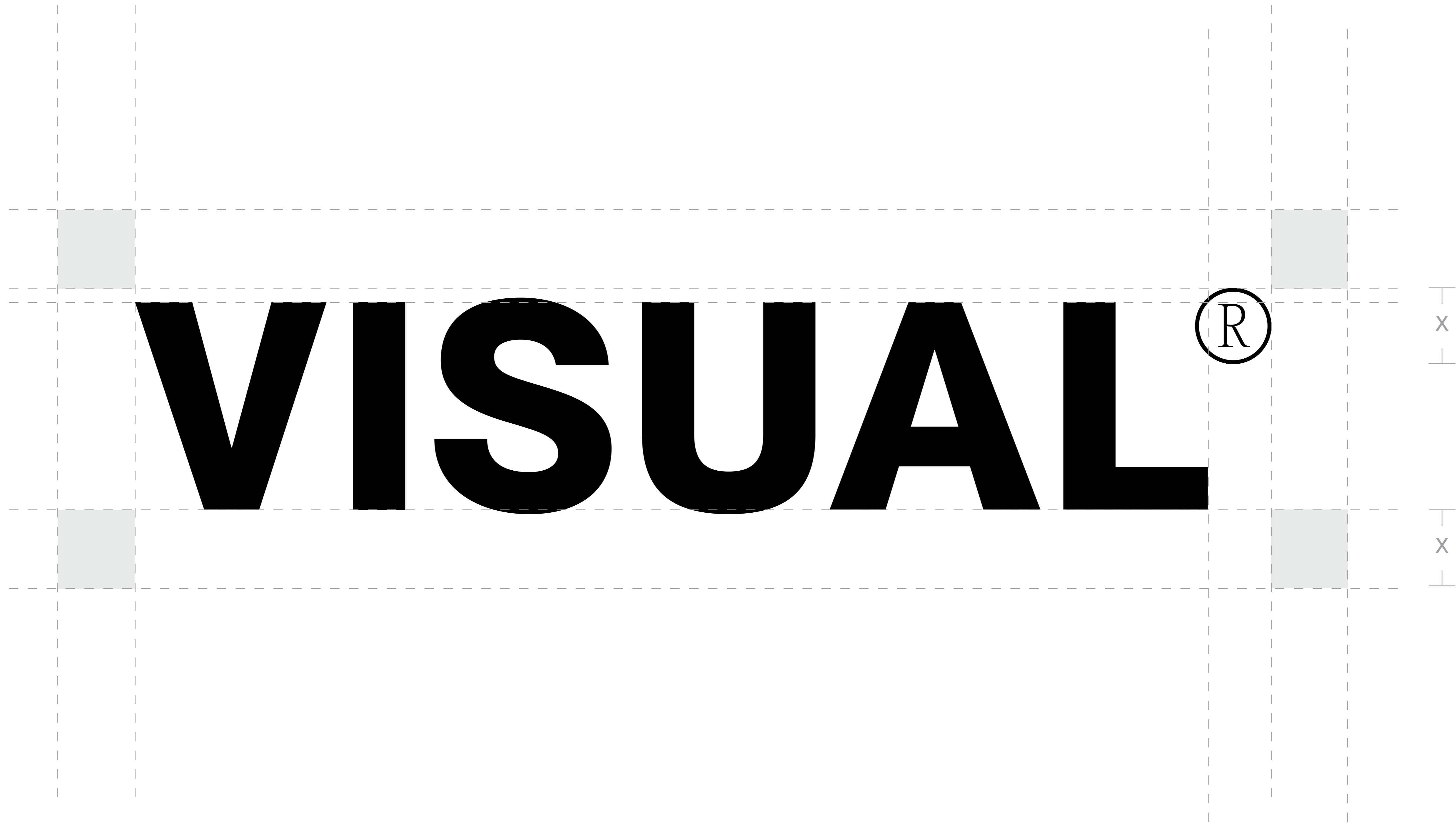
# VISUAL REALITY

Η ανησυχία μου για την έννοια της πραγματικότητας αλλά και η τριβή μου με το design πυροδότησαν την αναζήτηση μου για την πραγματικότητα του design = Visual reality.

↘ Η λογοτύπηση του τίτλου προήλθε από την έννοια της οπτικής λέξης visual και από το λατινικό γράμμα R μέσα σε κύκλο (®) που σημαίνει “Registered” δηλαδή “Κατοχυρωμένο” δείχνοντας ότι διακρίνεται από το σύνολο που έχει καταχωρηθεί νόμιμα και το σίδηρο που αποτελεί το λογότυπο της επιχείρησης στην οποία ανήκει.

↘ Η ιδέα πίσω από το λογότυπο είναι ότι η πραγματικότητα του καθένα από εμάς είναι κατοχυρωμένη και μοναδική.

# VISUAL®



# ΣΥΝΟΨΗ ΣΧΕΔΙΑΣΜΟΥ

## ↘ Σκοπός

Η μελέτη των οπτικών ερεθίσματων και της δημιουργίας της αντίληψης μέσω της οπτικής οργάνωσης της συνείδησης ενός ατόμου.

## ↘ Πώς;

Δημιουργία βιβλίου για την καταγραφή των αποσπασμάτων και συμπεράσματος από μελέτες και έρευνες πάνω στο οπτικό ερεθισμα και στην οπτική αντίληψη

Οπτικοποιημένη απόδοση μελετων και ερευνών.

## ↘ Γιατί;

Για να κατανοήσω πώς να σχεδιάζω και να οργανώνω οπτικές πληροφορίες.

## ↘ Σε ποιους απευθύνεται

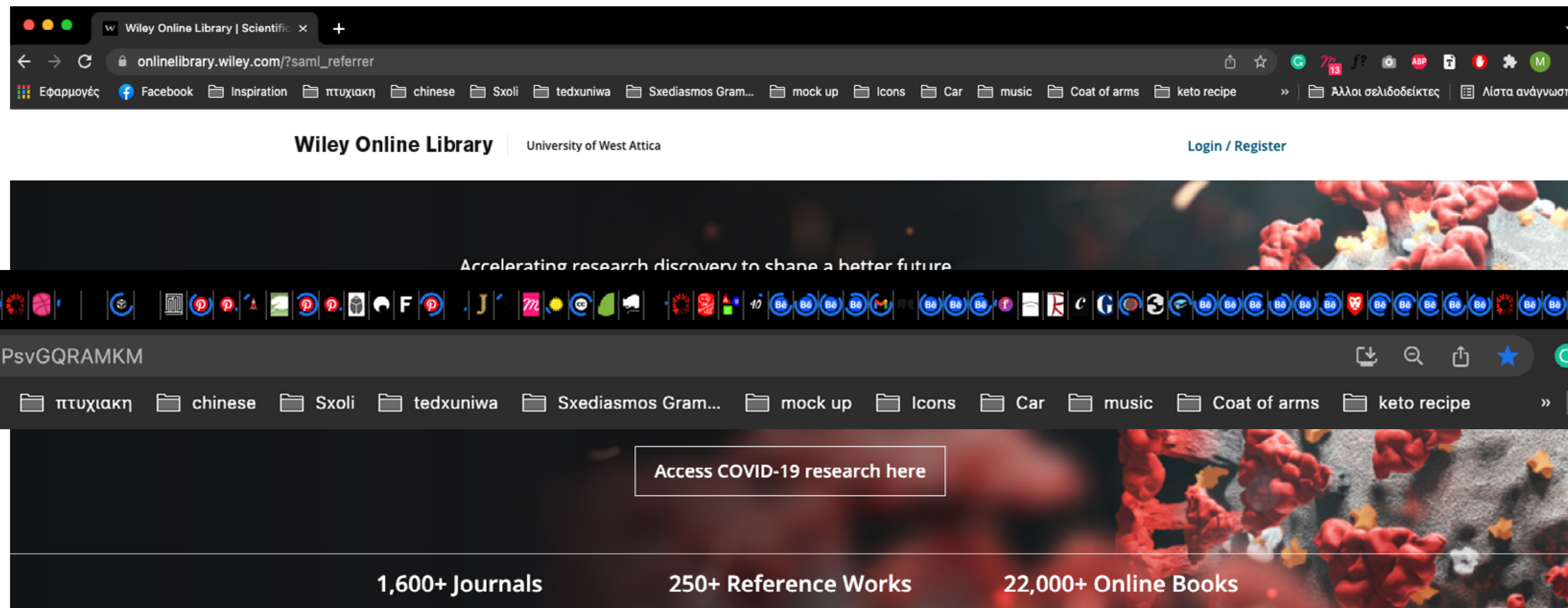
Αυτο το βιβλίο μπορεί να φανεί ενδιαφέρον σε αυτούς που έχουν ψυχολογικές, κοινωνικές και καλλιτεχνικές αναζητήσεις.

# ΣΥΛΛΟΓΗ ΠΛΗΡΟΦΟΡΙΩΝ

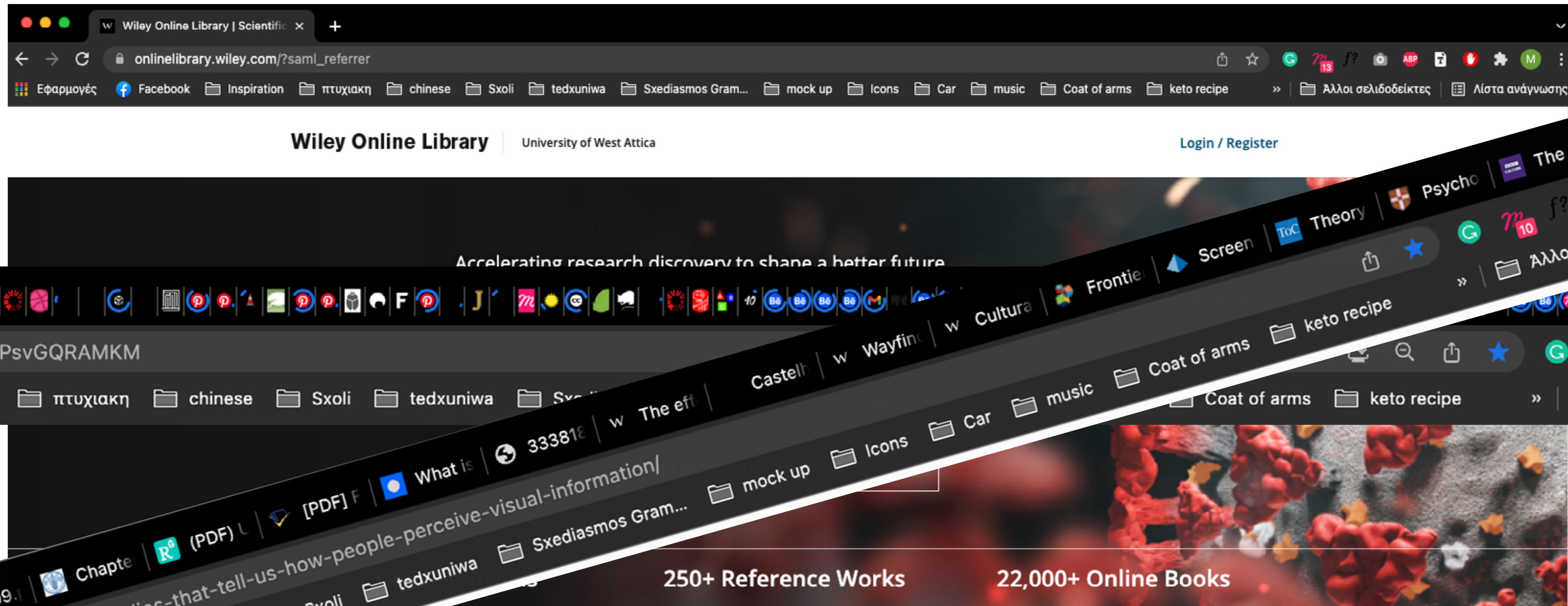
# ΣΥΛΛΟΓΗ ΠΛΗΡΟΦΟΡΩΝ

The screenshot shows the Wiley Online Library website. The browser address bar displays "onlinelibrary.wiley.com/?saml\_referrer". The page header includes "Wiley Online Library" and "University of West Attica" on the left, and "Login / Register" on the right. The main content area features a dark background with a 3D molecular model of a virus. The text reads: "Accelerating research discovery to shape a better future" and "Today's research, tomorrow's innovation". Below this is a search bar with the placeholder text "Search publications, articles, keywords, etc." and a magnifying glass icon. To the right of the search bar is a link for "Advanced Search". A prominent button in the center says "Access COVID-19 research here". At the bottom, three statistics are listed: "1,600+ Journals", "250+ Reference Works", and "22,000+ Online Books".

# ΣΥΛΛΟΓΗ ΠΛΗΡΟΦΟΡΩΝ



# ΣΥΛΛΟΓΗ ΠΛΗΡΟΦΟΡΩΝ



# ΜΕΘΟΔΟΛΟΓΙΑ

Ακολουθεί αρχικά η συλλογή πληροφοριών από υπάρχον ερευνητικό υλικό ποσοτικών και ποιοτικών δοκιμών για την ανθρώπινη αντίληψη με κύριο άξονα την οπτική αντίληψη.

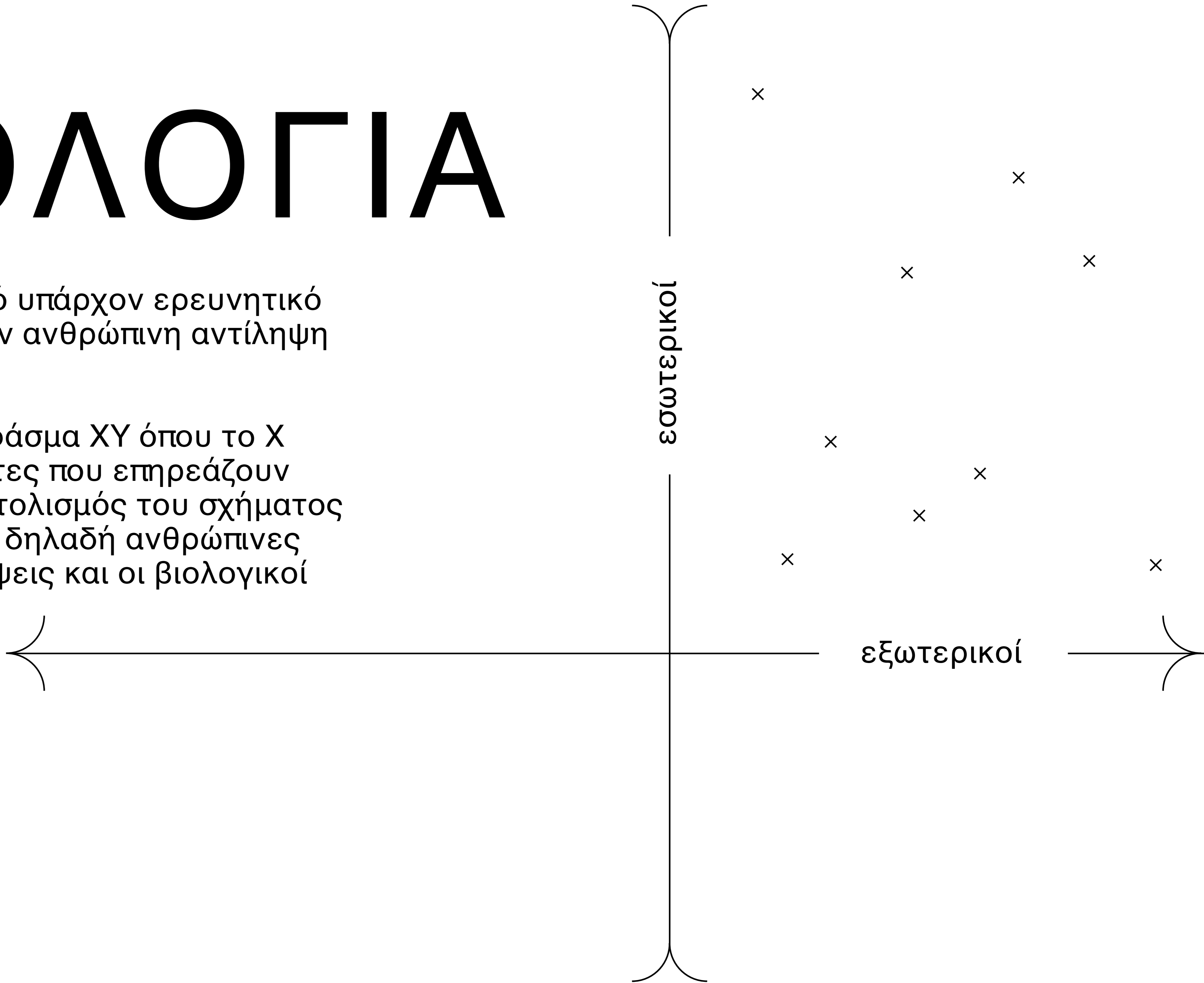
Στη συνέχεια, προσπάθησα να τα κατάξω στο φάσμα ΧΥ όπου το Χ αντιπροσωπεύει τους «εξωτερικούς» παράγοντες που επηρεάζουν την οπτική γνώση, όπως το χρώμα, ο προσανατολισμός του σχήματος κ.λπ. και το Υ αντιπροσωπεύει το «εσωτερικό», δηλαδή ανθρώπινες προκαταλήψεις, όπως είναι οι προσωπικές απόψεις και οι βιολογικοί παράγοντες.



# ΜΕΘΟΔΟΛΟΓΙΑ

Ακολουθεί αρχικά η συλλογή πληροφοριών από υπάρχον ερευνητικό υλικό ποσοτικών και ποιοτικών δοκιμών για την ανθρώπινη αντίληψη με κύριο άξονα την οπτική αντίληψη.

Στη συνέχεια, προσπάθησα να τα κατάξω στο φάσμα ΧΥ όπου το Χ αντιπροσωπεύει τους «εξωτερικούς» παράγοντες που επηρεάζουν την οπτική γνώση, όπως το χρώμα, ο προσανατολισμός του σχήματος κ.λπ. και το Υ αντιπροσωπεύει το «εσωτερικό», δηλαδή ανθρώπινες προκαταλήψεις, όπως είναι οι προσωπικές απόψεις και οι βιολογικοί παράγοντες.

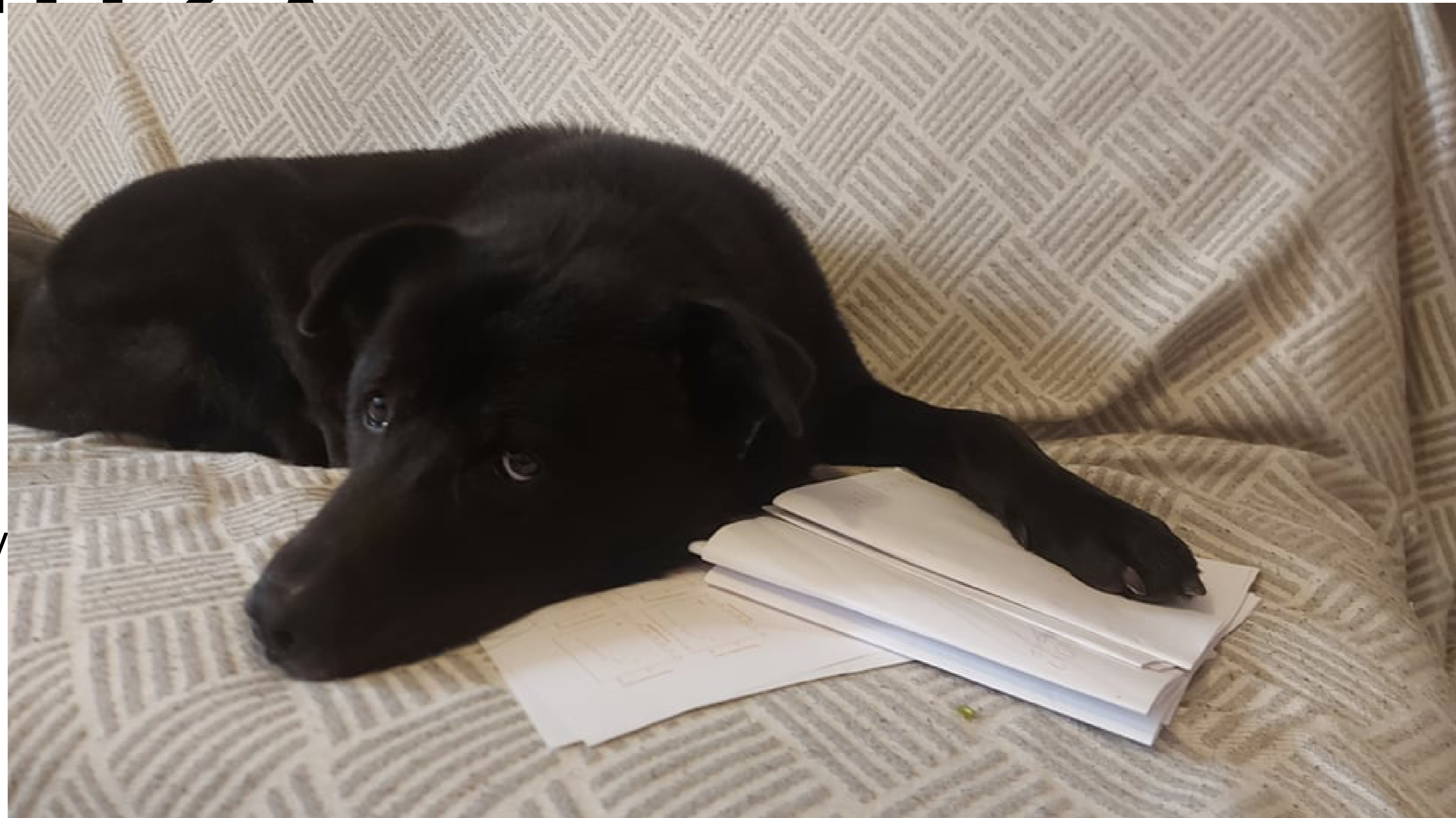


# ΣΤΑΤΙΣΤΙΚΑ

- ↘ **271** Άρθρα - Έρευνες - Μελέτες
- ↘ **193** Tabs αποθηκευμένα
- ↘ **593** Φωτοτυπίες
- ↘ **15** Φορές που νόμιζα ότι μου έκλεψαν την πτυχιακή.

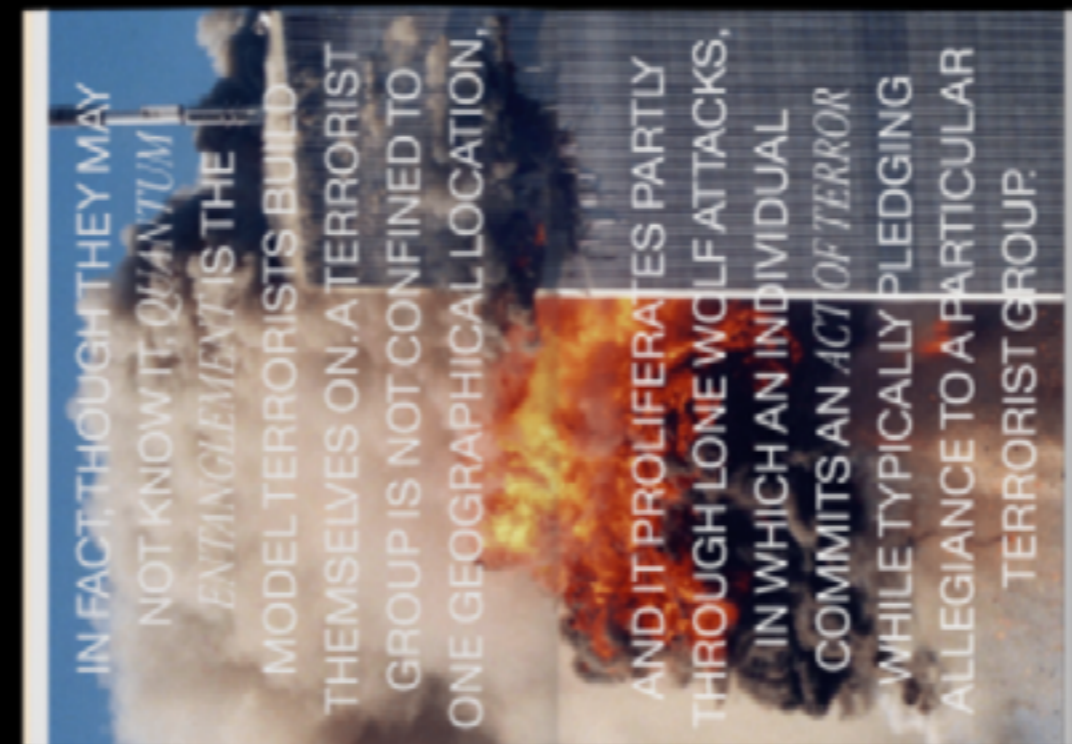
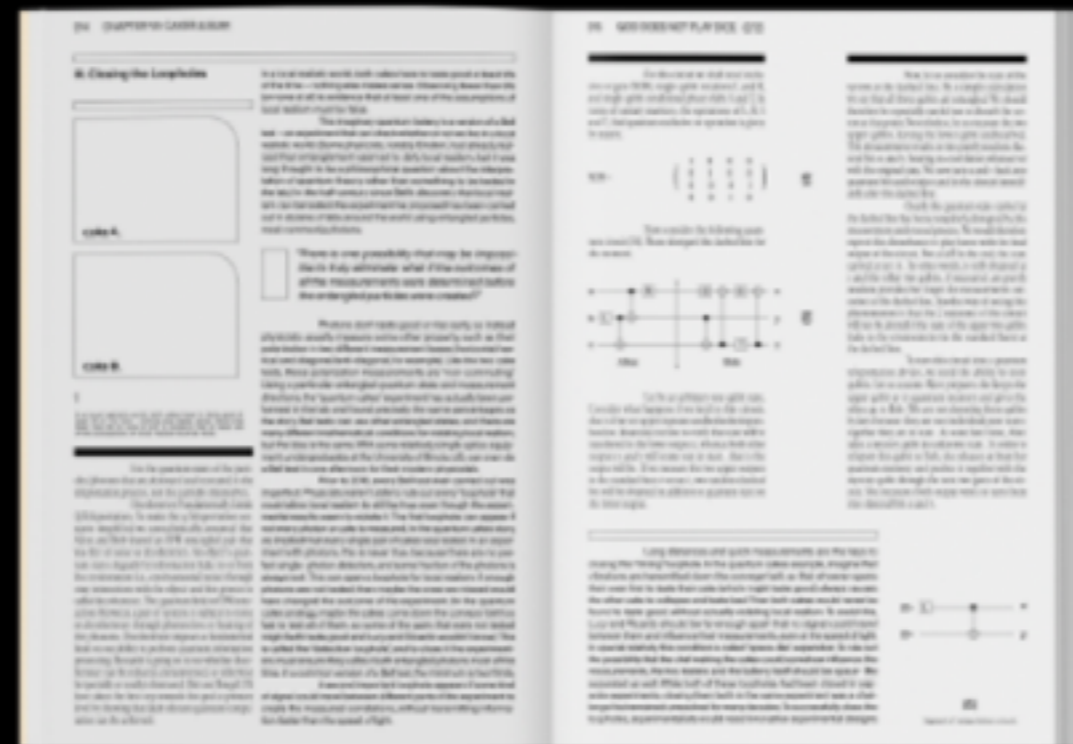
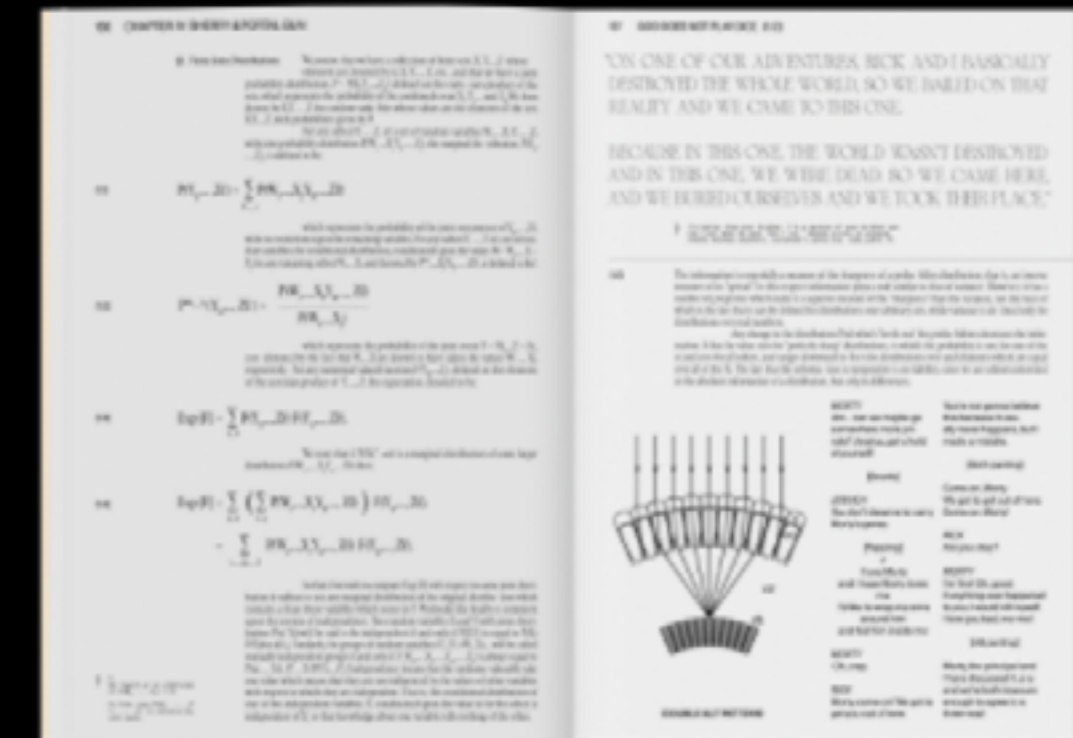
# ΣΤΑΤΙΣΤ

- ↘ **271** Άρθρα - Έρευνες - Μελέτες
- ↘ **193** Tabs αποθηκευμένα
- ↘ **593** Φωτοτυπίες
- ↘ **15** Φορές που νόμιζα ότι μου έκλεψαν την



# MOODBOARD

# MOODBOARD



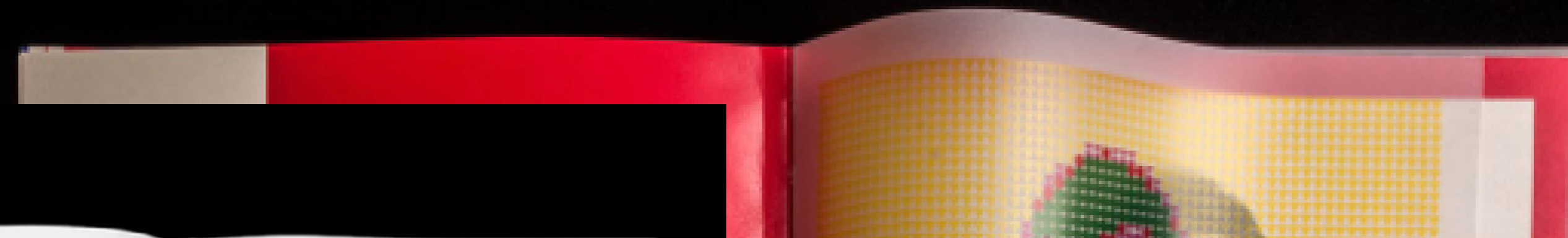
# MOODBOARD



# MOODBO



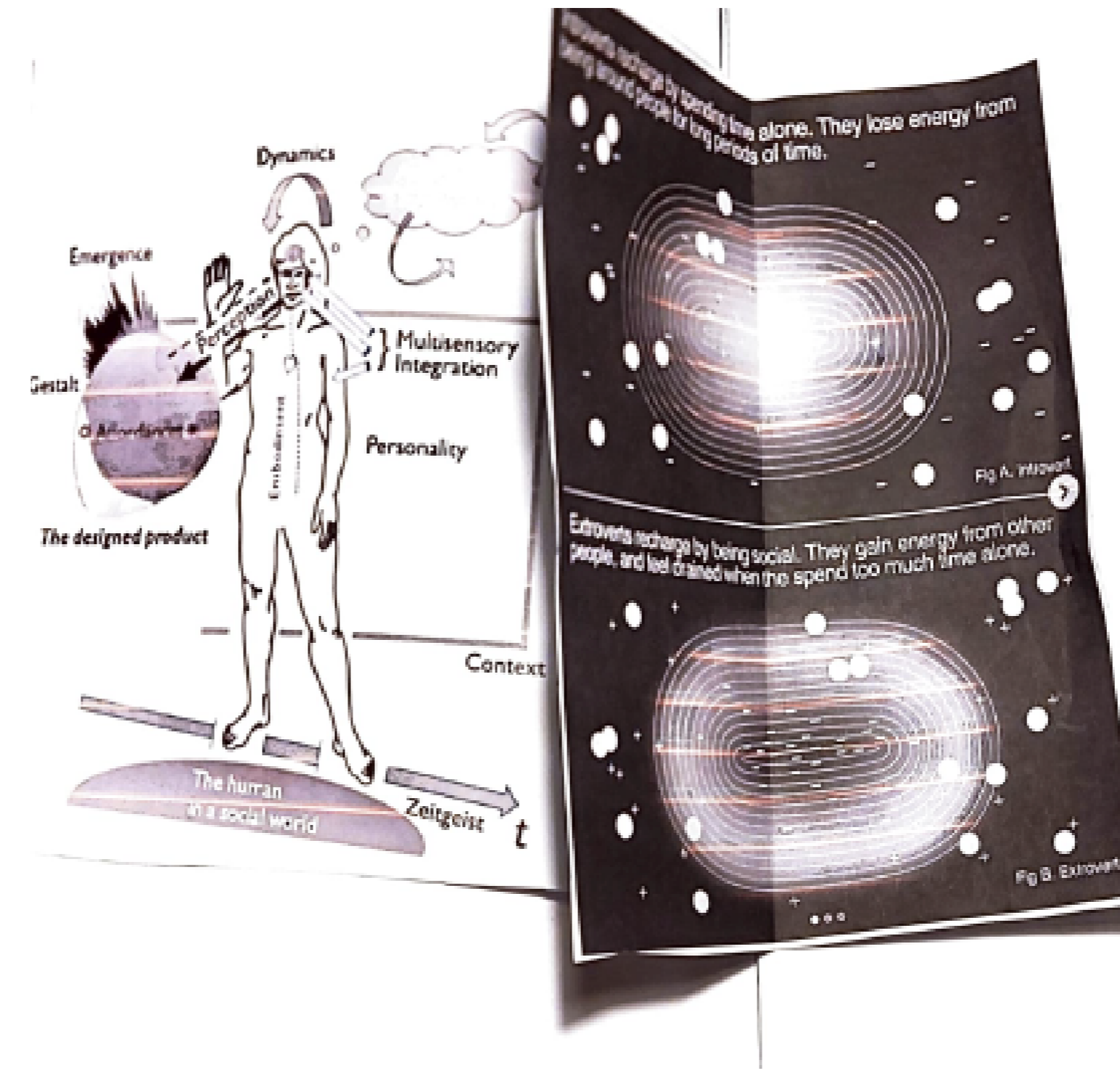
# MOODBO



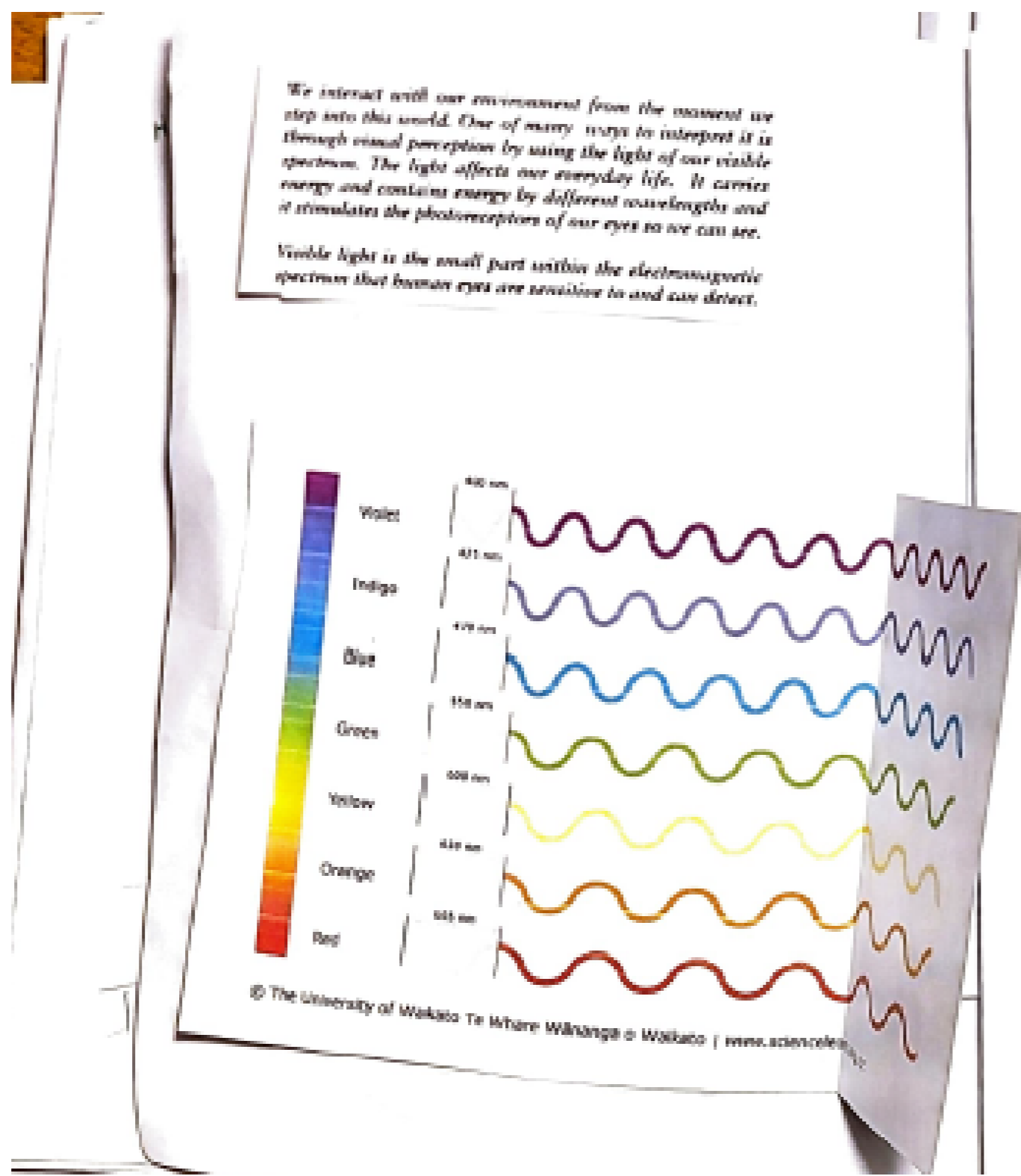
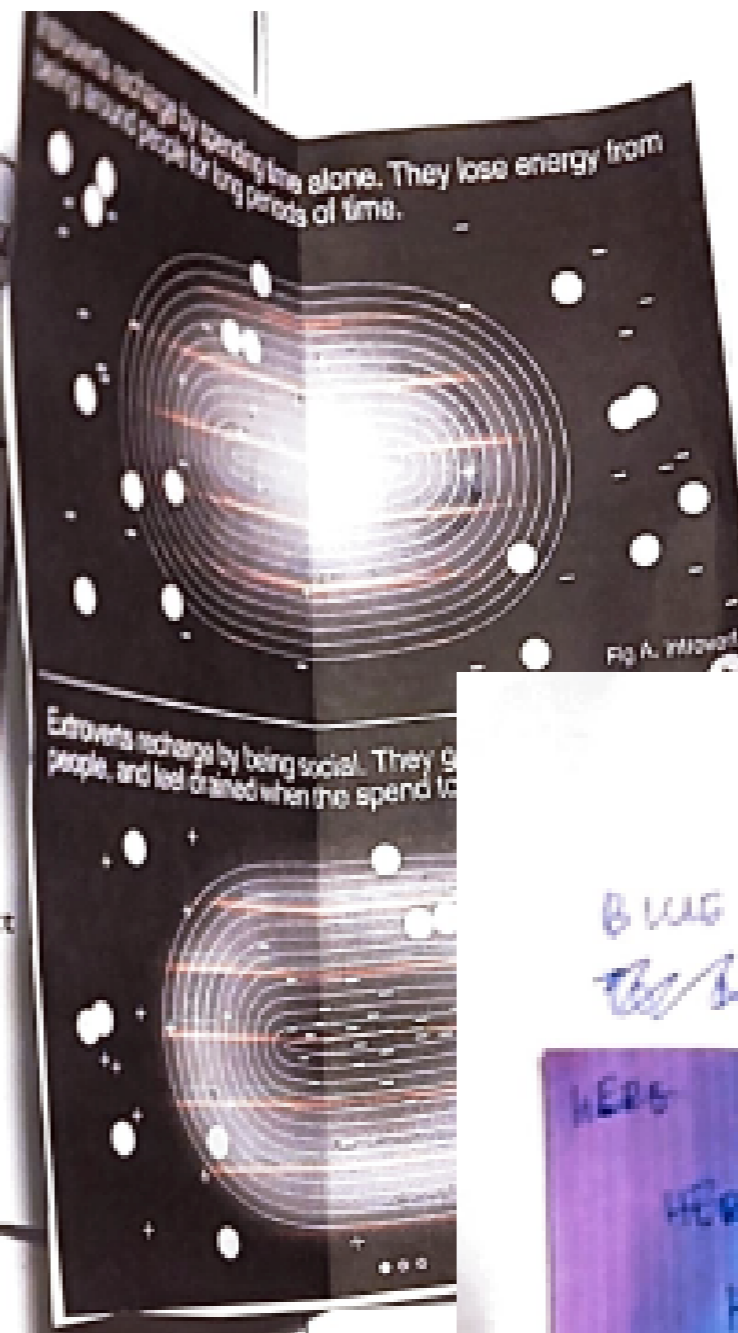
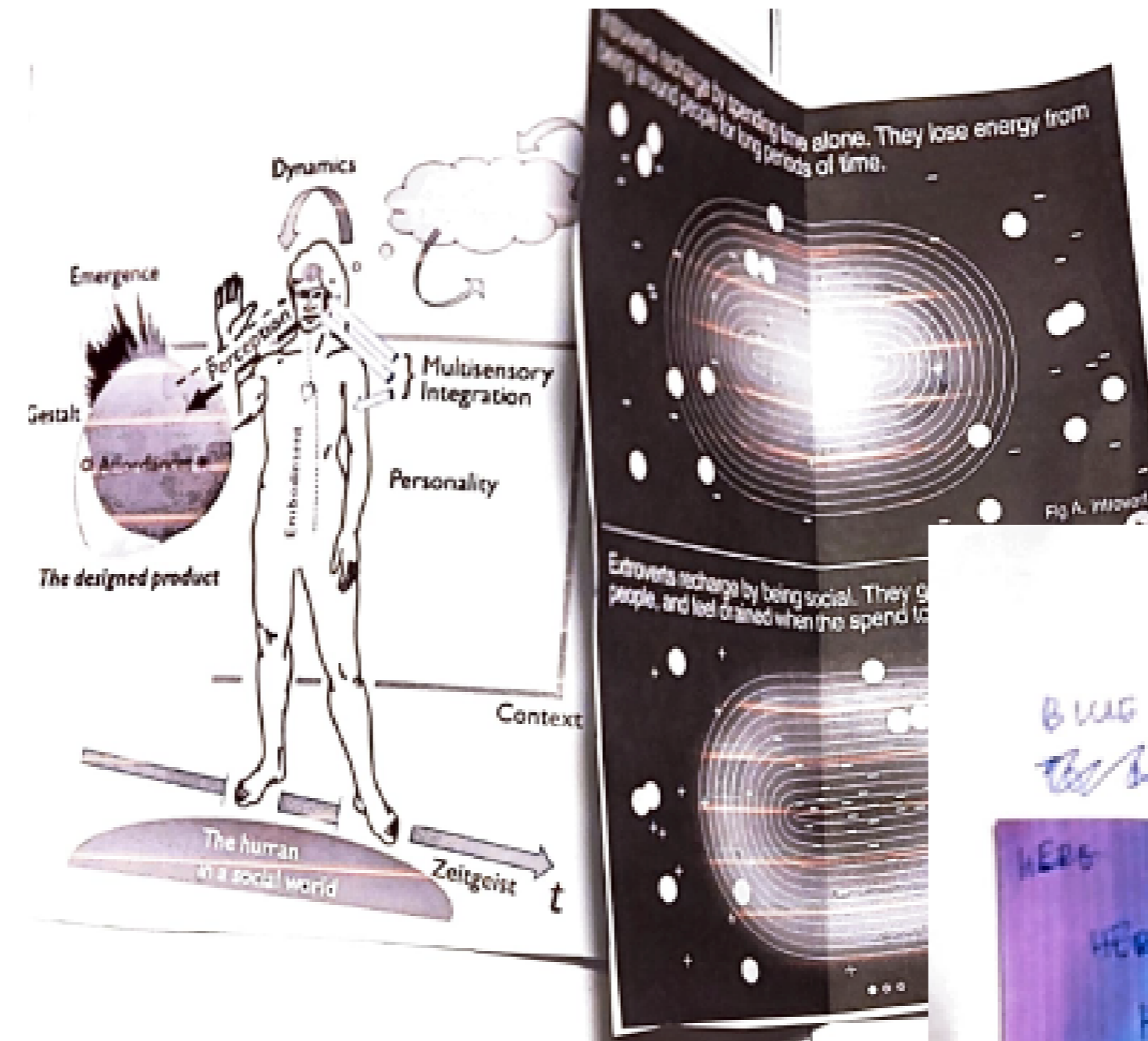


# DRAFTS

# DRAFTS



# DRAFTS



We see these waves as the colors of the rainbow. Each color has a different wavelength. Red has the longest wavelength, and violet has the shortest wavelength. When all the colors are seen together, they make white light. White light is actually made of all of the colors of the rainbow because it contains all wavelengths, and it is described as polychromatic light. Light from a torch or the Sun is a good example of this.

The colour we see is a result of the wavelengths that are reflected back to our eyes. We see an object as red because there is a pigment in the object that reflects the red light wavelength. When white light (which contains all of the colours & visible wavelengths) shines on a red object, the red light wavelength bounces off, the other colours are absorbed and the energy from the non-red wavelengths is changed, primarily to heat. A white object reflects all colours (wavelengths), and a black object

Color has always been considered to be linked with subjectivity, especially where preferences are concerned. Culture also is always believed to have an influence, as is gender. The general preference found for blue in this study supports the findings of previous studies having subject groups of varied cultures. No matter what the background, blue was most preferred. There seems to be a global inclination toward preferring blue regardless of its presented medium. In many cases, blue was also stated as the most likeable color when people were asked their favorite color without any visual stimuli.

# DRAFTS

**It all starts with light**

|              |                      |      |
|--------------|----------------------|------|
| Section      | Colour on preference | p.04 |
| Introduction |                      | p.06 |

**Extroverts recharge by spending time alone. They lose energy from every second people look at long periods of time.**

**Introverts recharge by being social. They gain energy from people, and feel drained when they spend too much time alone.**

Emergence  
Dynamics  
Multisensory Integration  
Personality  
Context  
Context

We interact with our environment step into this world. Our senses through visual perception spectrum. The light affects energy and contains energy it stimulates the photoreceptors.

Visible light is the small portion of the electromagnetic spectrum that human eyes can see.

The colour we see is a result of reflected light to our eyes. We are able to see it as a pigment in the object. Wavelength. When white light is dispersed (visible wavelengths) at red light wavelength because of its long wavelength it has the most energy from the sun and is the most abundant. A violet (short wavelength), and a black

We see these waves at the colour level as a different wavelength, length, and violet has the shortest wavelength. When white light is dispersed it contains all wavelengths of visible light. Light from the sun is a good example of this.

The colour we see is a result of reflected light to our eyes. We are able to see it as a pigment in the object. Wavelength. When white light is dispersed (visible wavelengths) at red light wavelength because of its long wavelength it has the most energy from the sun and is the most abundant. A violet (short wavelength), and a black

## ATTENTION

### What is attention?

Attention must be defined as the ability to generate, select, manage and maintain an adequate level of stimulation to process the relevant information. Said in another way, attention is a process that takes place on a cognitive level (perception process) and that allows us to orientate ourselves towards the stimuli that are relevant, ignoring those that are not, in order to act in consequence.

## Factors that guide attention in visual search

How do we find what we are looking for? Even when the desired target is in the current field of view, we need to search because fundamental limits on visual processing make it impossible to recognize everything at once. Searching involves directing attention to objects that might be the target. This deployment of attention is not random. It is guided to the most promising items and locations by five factors discussed here: bottom-up salience, top-down feature guidance, scene structure and meaning, the previous history of search over timescales ranging from milliseconds to years, and the relative value of the targets and distractors. Modern theories of visual search need to incorporate all five factors and specify how these factors combine to shape search behaviour. An understanding of the rules of guidance can be used to improve the accuracy and efficiency of socially important search tasks, from security screening to medical image perception.

How can a texting pedestrian walk right into a pole, even though it is clearly visible? At any given moment, our attention and eyes are focused on some aspects of the scene in front of us, while other portions of the visible world go relatively unattended. We deploy this selective visual attention because we are unable to fully process everything in the scene at the same time. We have the impression of seeing everything in front of our eyes, but over most of the visual field, we are probably seeing something like visual textures, rather than objects. Identifying specific objects and appraising their relevance to each other typically requires attention, as our unfortunate texting pedestrian can attest.

Figure 1 illustrates this point. It is obvious that this image is filled with the letters M and W in various combinations of red, blue, and yellow, but it takes attention to determine whether or not there is a red and yellow M.

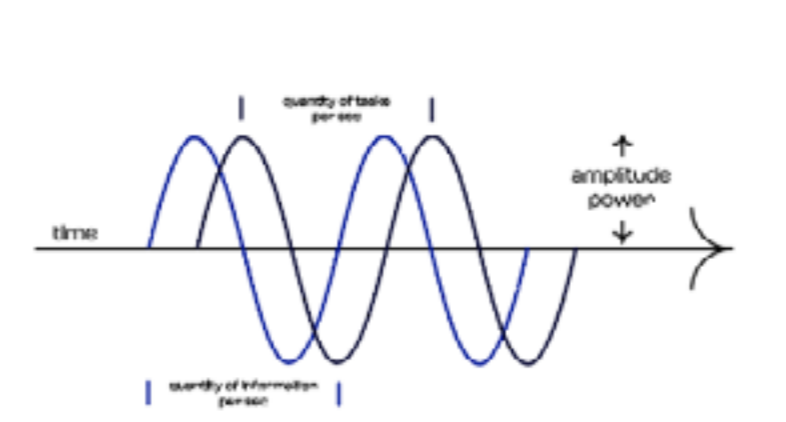
The need to attend to objects in order to recognize them is a problem. At any given moment, the visual field contains a very large, possibly uncountable number of objects. We can count the M and W characters of Fig. 1, but imagine looking at your reflection in the mirror: Are you an object? What about your eyes or nose or that small spot on your chin? If object recognition requires attention, and if the number of objects is uncountable, how do we manage to get our attention to a target object in a reasonable amount of time? Attention can process items at a rate of, perhaps, 20-50 items per second.

Always mind your surroundings!

### Amplitude

A series of characteristics exists that is implicit in its definition, and that is important to know in order to understand the importance of this cognitive function. Among these are the ones that stand out are:

The quantity of information that we can pay attention to at the same time and the quantity of tasks that we can do simultaneously. It is important to keep in mind that attention is a limited resource and although you can pay attention to more than one thing at a time, these will come point where this is no longer possible.



If you were looking for a street sign in an urban setting containing a mere 1000 possible objects (every window, tyre, door handle, piece of trash, and so on), it would take 20-50 seconds just to find that sign. It is intrinsically obvious that you routinely find what you are looking for in the real world in a fraction of that time. To be sure, there are searches of the needle-in-a-haystack.

Where's Waldo? variety that take significant time, but routine searches for the salt shaker, the light switch, your pen, and so forth, obviously proceed much more quickly. Search is not overwhelmed by the wealth of objects in the world because search is guided to a (often very small) subset of all possible objects by several sources of information. The purpose of this article is to briefly review the growing body of knowledge about the nature of that guidance.

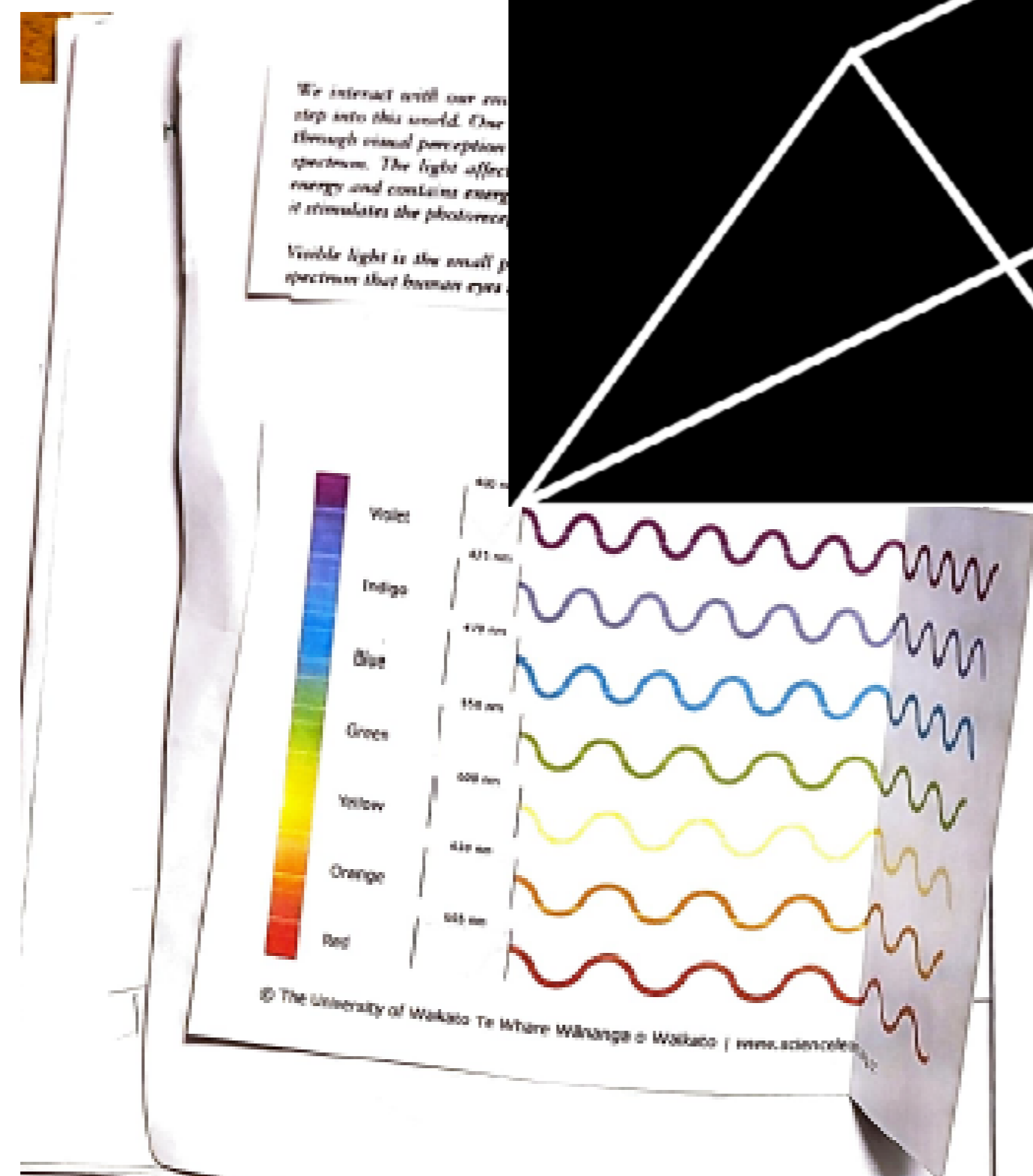
- Bottom-up, stimulus-driven guidance in which the visual properties of some aspects of the scene attract more attention than others.
- Top-down, user-driven guidance in which attention is directed to objects with known features of desired targets.
- Scene guidance in which attributes of the scene guide attention to areas likely to contain targets.
- Guidance based on the perceived value of some items or features.
- Guidance based on the history of prior search.

The relationship of slopes to guidance is not entirely simple, even for arrays of items like those in Fig. 2 (ref. 8), but see ref. 9. Mat two become far more complex with real-world scenes where the visual set size is not easily defined (11). However, if the slope is out in half when half the items acquire some property, like the colour red in Fig. 2b, it is reasonable to assert that search has been guided by that property.

The problem of distractor rejection. As shown in Fig. 2, a stimulus attribute can make search slopes shallower by limiting the number of items in a display that need to be examined. However, guidance of attention is not the only factor that can modulate search slopes. If observers are attending to each item in the display (in series or in parallel), the slope of the RT x set size function can also be altered by changing how long it takes to reject each distractor. Thus, if we markedly reduced the contrast of Fig. 2a, the RT x set size function would become steeper, not because of a change in guidance but because it would now take longer to decide if any given item was a T or an L.

Color has always been considered to be linked with subjectivity, especially where preferences are concerned. Culture also is always believed to have an influence, as is study gender. The general preference found for blue in this study supports the findings of previous studies having subject groups of varied cultures. No matter what the background, blue was most preferred. There seems to be a global inclination toward preferring blue regardless of its presented medium. In many cases, blue was also stated as the most likeable color when people were asked their favorite color without any visual stimuli.

# DRAFTS



## Factors that guide attention in visual search

How do we find what we are looking for? Even when the desired target is in the current field of view, we need to search because fundamental limits on visual processing make it impossible to recognize everything at once. Searching involves directing attention to objects that might be the target. This deployment of attention is not random. It is guided to the most promising items and locations by five factors discussed here: bottom-up salience, top-down feature guidance, scene structure and meaning, the previous history of search over timescales ranging from milliseconds to years, and the relative value of the targets and distractors. Modern theories of visual search need to incorporate all five factors and specify how these factors combine to shape search behaviour. An understanding of the rules of guidance can be used to improve the accuracy and efficiency of socially important search tasks, from security screening to medical image perception.

If you were looking for a street sign in an urban setting containing a mere 1000 possible objects (every window, tyre, door handle, piece of trash, and so on), it would take 20-50 seconds just to find that sign. It is intrinsically obvious that you routinely find what you are looking for in the real world in a fraction of that time. To be sure, there are searches of the needle-in-a-haystack. Where's Waldo? variety that take significant time, but routine searches for the salt shaker, the light switch, your pen, and so forth, obviously proceed much more quickly. Search is not overwhelmed by the wealth of objects in the world because search is guided to a (often very small) subset of all possible objects by several sources of information. The purpose of this article is to briefly review the growing body of knowledge about the nature of that guidance.

### Measuring guidance

We can operationalize the degree of guidance in a search for a target by asking what fraction of all items can be eliminated from consideration. One of the more straightforward methods to do this is to present observers with visual search displays like those in Fig. 2 and measure the reaction time (RT) required for them to report whether or not there is a target there a T as a function of the number of items (set size). The slope of the RT × set size function is a measure of the efficiency of search. For a search for a T among Ls (Fig. 2a), the slope would be in the vicinity of 20-50 ms per item. We believe that this reflects serial deployment of attention from item to item, although this need not be the case.

Bottom-up, stimulus-driven guidance in which the visual properties of some aspects of the scene attract more attention than others.

Top-down, user-driven guidance in which attention is directed to objects with known features of desired targets.

Scene guidance in which attributes of the scene guide attention to areas likely to contain targets.

Guidance based on the perceived value of some items or features.

Guidance based on the history of prior search.

In Fig. 2b, the target is a red T. This search would be faster and more efficient because attention can be guided to the red items. If half the items are red (and if guidance is perfect), the slope will be reduced by about half, suggesting that, at least in this straight-forward case, slopes index the amount of guidance.

The relationship of slopes to guidance is not entirely simple, even for arrays of items like those in Fig. 2 (ref. 8), but see ref. 9. Mat

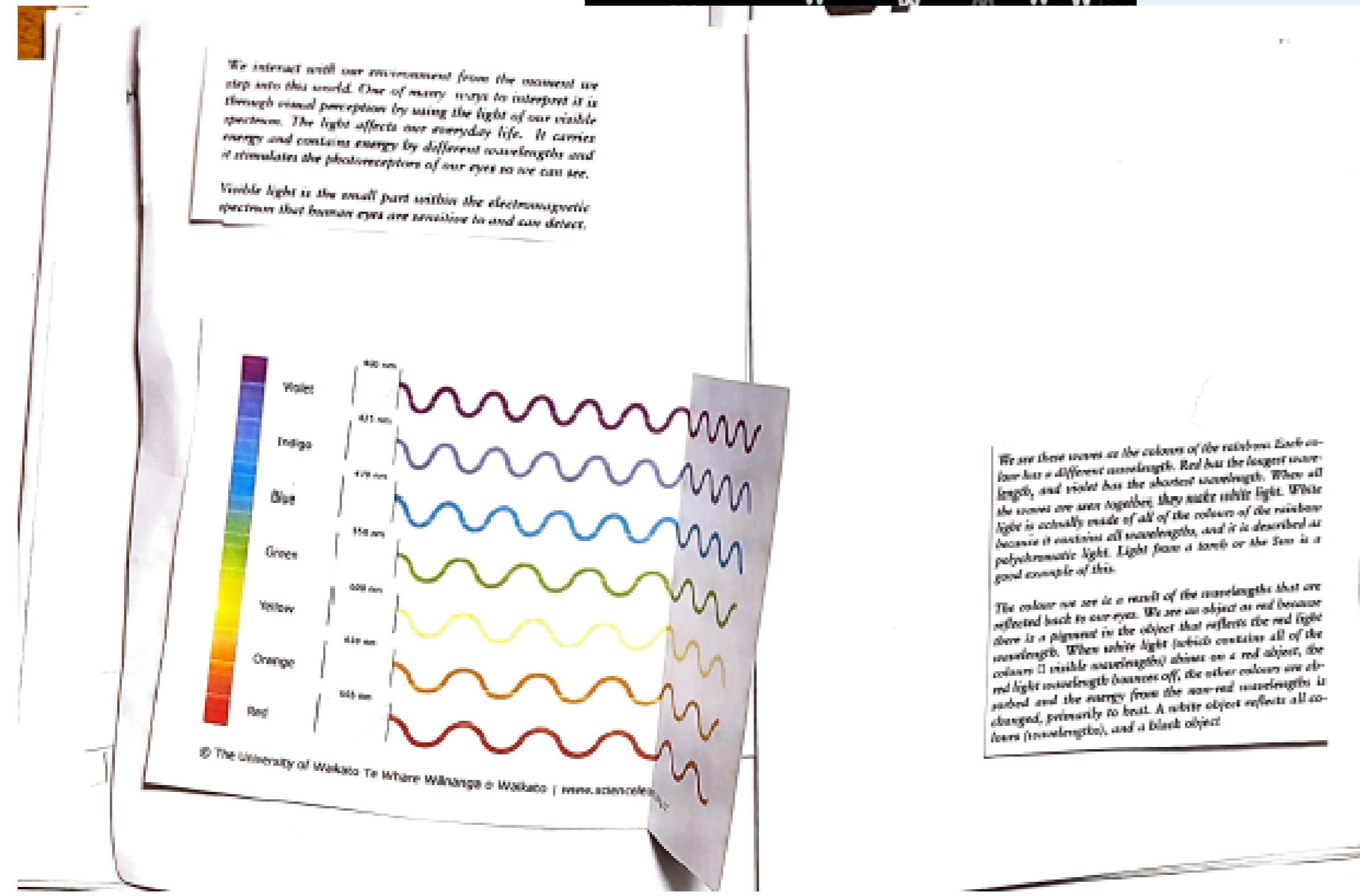
two become far more complex with real-world scenes where the visual set size is not easily defined (11). However, if the slope is cut in half when half the items acquire some property, like the colour red in Fig. 2b, it is reasonable to assert that search has been guided by that property.

The problem of distractor rejection. As shown in Fig. 2, a stimulus attribute can make search slopes shallower by limiting the number of items in a display that need to be examined. However, guidance of attention is not the only factor that can modulate search slopes. If observers are attending to each item in the display (in series or in parallel), the slope of the RT × set size function can also be altered by changing how long it takes to reject each distractor. Thus, if we markedly reduced the contrast of Fig. 2a, the RT × set size function would become steeper, not because of a change in guidance but because it would now take longer to decide if any given item was a T or an L.



Color has always been considered to be linked with subjectivity, especially where preferences are concerned. Culture also is always believed to have an influence, as is gender. The general preference found for blue in this study supports the findings of previous studies having subject groups of varied cultures. No matter what the background, blue was most preferred. There seems to be a global inclination toward preferring blue regardless of its presented medium. In many cases, blue was also stated as the most likeable color when people were asked their favorite color without any visual stimuli.

# DRAFTS



ATTENCI

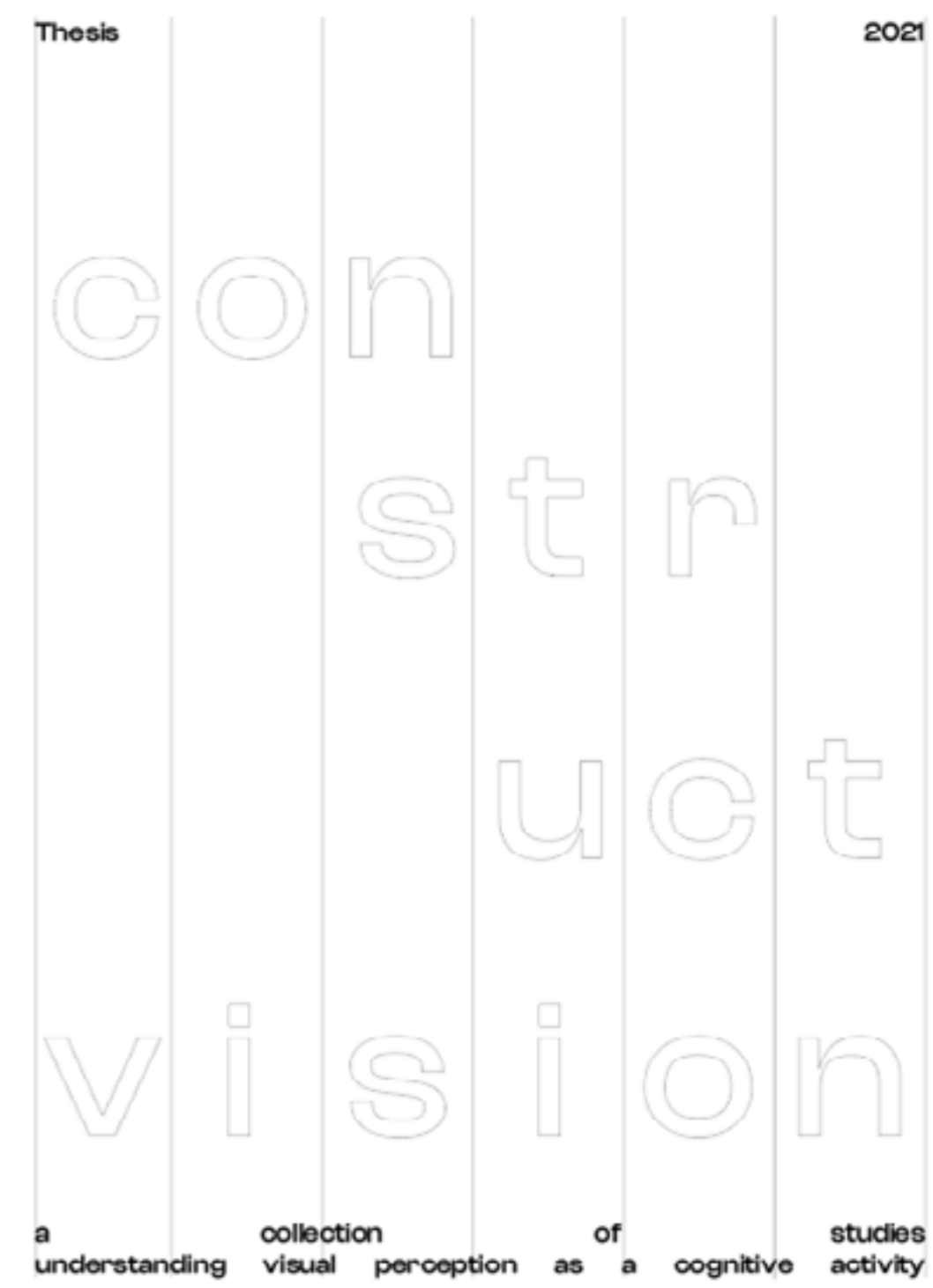
## Factors that guide attention in visual search

How do we find what we are looking for? Even when the desired target is in the current field of view, we need to search because fundamental limits on visual processing make it impossible to recognize everything at once. Searching involves directing attention to objects that might be the target. This deployment of attention is not random. It is guided to the most promising items and locations by five factors discussed here: bottom-up salience, top-down feature guidance, scene structure and meaning, the previous history of search over timescales ranging from milliseconds to years, and the relative value of the targets and distractors. Modern theories of visual search need to incorporate all five factors and specify how these factors combine to shape search behaviour. An understanding of the rules of guidance can be used to improve the accuracy and efficiency of socially important search tasks, from security screening to medical image perception.

How can a texting pedestrian walk right into a pole, even though it is clearly visible? At any given moment, our attention and eyes are focused on some aspects of the scene in front of us, while other portions of the visible world go relatively unattended. We deploy this selective visual attention because we are unable to fully process everything in the scene at the same time. We have the impression of seeing everything in front of our eyes, but over most of the visual field, we are probably seeing something like visual textures, rather than objects. Identifying specific objects and appraising their relevance to each other typically requires attention, as our unfortunate texting pedestrian can attest.

Figure 1 illustrates this point. It is obvious that this image is filled with the letters M and W in various combinations of red, blue, and yellow, but it takes attention to determine whether or not there is a red and yellow M.

The need to attend to objects in order to recognize them is a problem. At any given moment, the visual field contains a very large, possibly uncountable number of objects. We can't see them all, but imagine looking at a target object in a scene. What about your other object recognition objects is uncountable. It is a target object in a scene process items at a time.



W W

If you were looking for a street sign in an urban setting containing a mere 1,000 possible objects (every window, tyre, door handle, piece of trash, and so on), it would take 20-50 seconds just to find that sign. It is introspectively obvious that you routinely find what you are looking for in the real world in a fraction of that time. To be sure, there are searches of the needle-in-a-haystack variety that take significant time, but routine searches for the salt shaker, the light switch, your pen, and so forth, obviously proceed much more quickly. Search is not overwhelmed by the wealth of objects in the world because search is guided to a (often very small) subset of all possible objects by several sources of information. The purpose of this article is to briefly review the growing body of knowledge about the nature of that guidance.

**Measuring guidance**

We can operationalize the degree of guidance in a search for a target by asking what fraction of all items can be eliminated from consideration. One of the more straightforward methods to do this is to present observers with visual search displays like those in Fig. 2 and measure the reaction time (RT) required for them to report whether or not there is a target (here a T) as a function of the number of items (set size). The slope of the RT × set size function is a measure of the efficiency of search. For a search for a T among Ls (Fig. 2a), the slope would be in the vicinity of 20-50 ms per item. We believe that this reflects some deployment of attention from item to item, although this need not be the case.

**Bottom-up, stimulus-driven guidance** in which the visual properties of some aspects of the scene attract more attention than others.

**Top-down, user-driven guidance** in which attention is directed to objects with known features of desired targets.

Some guidance in which attributes of the scene guide attention to areas likely to contain targets.

Guidance based on the perceived value of some items or features.

Guidance based on the history of prior search.

In Fig. 2b, the target is a red T. This search would be faster and more efficient? Because attention can be guided to the red items. If half the items are red (and if guidance is perfect), the slope will be reduced by about half, suggesting that, at least in this straight-forward case, slopes index the amount of guidance.

The relationship of slopes to guidance is not entirely simple, even for arrays of items like those in Fig. 2 (ref. 8), but see ref. 9. Mat- ters become far more complex with real-world scenes where the visual set size is not easily defined (11). However, if the slope is cut in half when half the items acquire some property, like the colour red in Fig. 2b, it is reasonable to assert that search has been guided by that property.

The problem of distractor rejection. As shown in Fig. 2, a stimulus attribute can make search slopes shallower by limiting the number of items in a display that need to be examined. However, guidance of attention is not the only factor that can modulate search slopes. If observers are attending to each item in the display (in series or in parallel), the slope of the RT × set size function can also be altered by changing how long it takes to reject each distractor. Thus, if we markedly reduced the contrast of Fig. 2a, the RT × set size function would become steeper, not because of a change in guidance but because it would now take longer to decide if any given item was a T or an L.

Color has always been considered to be linked with subjectivity, especially where preferences are concerned. Culture also is always believed to have an influence, as is gender. The general preference found for blue in this study supports the findings of previous studies having subject groups of varied cultures. No matter what the background, blue was most preferred. There seems to be a global inclination toward preferring blue regardless of its presented medium. In many cases, blue was also stated as the most likeable color when people were asked their favorite color without any visual stimuli.

# DRAFTS



## Factors that guide attention in visual search

How do we find what we are looking for? Even when the desired target is in the current field of view, we need to search because fundamental limits on visual processing make it impossible to recognize everything at once. Searching involves directing attention to objects that might be the target. This deployment of attention is not random. It is guided to the most promising items and locations by five factors discussed here: bottom-up salience, top-down feature guidance, scene structure and meaning, the previous history of search over timescales ranging from milliseconds to years, and the relative value of the targets and distractors. Modern theories of visual search need to incorporate all five factors and specify how these factors combine to shape search behaviour. An understanding of the rules of guidance can be used to improve the accuracy and efficiency of socially important search tasks, from security screening to medical image perception.

If you were looking for a street sign in an urban setting containing a mere 1000 possible objects (every window, tyre, door handle, piece of trash, and so on), it would take 20-50 seconds just to find that sign. It is introspectively obvious that you routinely find what you are looking for in the real world in a fraction of that time. To be sure, there are searches of the needle-in-a-haystack. Where's Waldo? variety that take significant time, but routine searches for the salt shaker, the light switch, your pen, and so forth, obviously proceed much more quickly. Search is not overwhelmed by the wealth of objects in the world because search is guided to a (often very small) subset of all possible objects by several sources of information. The purpose of this article is to briefly review the growing body of knowledge about the nature of that guidance.

### Measuring guidance

We can operationalize the degree of guidance in a search for a target by asking what fraction of all items can be eliminated from consideration. One of the more straightforward methods to do this is to present observers with visual search displays like those in Fig. 2 and measure the reaction time (RT) required for them to report whether or not there is a target there a T) as a function of the number of items (set size). The slope of the RT × set size function is a measure of the efficiency of search. For a search for a T among Ls (Fig. 2a), the slope would be in the vicinity of 20-50 ms per item. We believe that this reflects serial deployment of attention from item to item, although this need not be the case.

- Bottom-up, stimulus-driven guidance in which the visual properties of some aspects of the scene attract more attention than others.
- Top-down, user-driven guidance in which attention is directed to objects with known features of desired targets.
- Scene guidance in which attributes of the scene guide attention to areas likely to contain targets.
- Guidance based on the perceived value of some items or features.
- Guidance based on the history of prior search.

In Fig. 2b, the target is a red T. This search would be faster and more efficient? because attention can be guided to the red items. If half the items are red (and if guidance is perfect), the slope will be reduced by about half, suggesting that, at least in this straight-forward case, slopes index the amount of guidance.

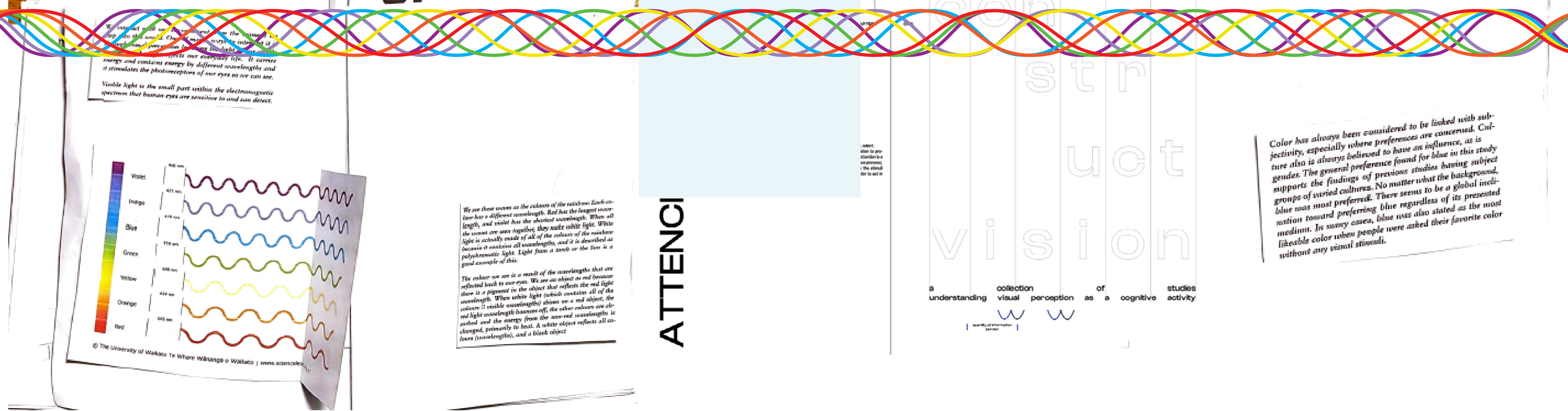
The relationship of slopes to guidance is not entirely simple, even for arrays of items like those in Fig. 2 (ref. 8), but see ref. 9. Mat- ters become far more complex with real-world scenes where the visual set size is not easily defined(11). However, if the slope is cut in half when half the items acquire some property, like the colour red in Fig. 2b, it is reasonable to assert that search has been guided by that property.

The problem of distractor rejection. As shown in Fig. 2, a stimulus attribute can make search slopes shallower by limiting the number of items in a display that need to be examined. However, guidance of attention is not the only factor that can modulate search slopes. If observers are attending to each item in the display (in series or in parallel), the slope of the RT × set size function can also be altered by changing how long it takes to reject each distractor. Thus, if we markedly reduced the contrast of Fig. 2a, the RT × set size function would become steeper, not because of a change in guidance but because it would now take longer to decide if any given item was a T or an L.

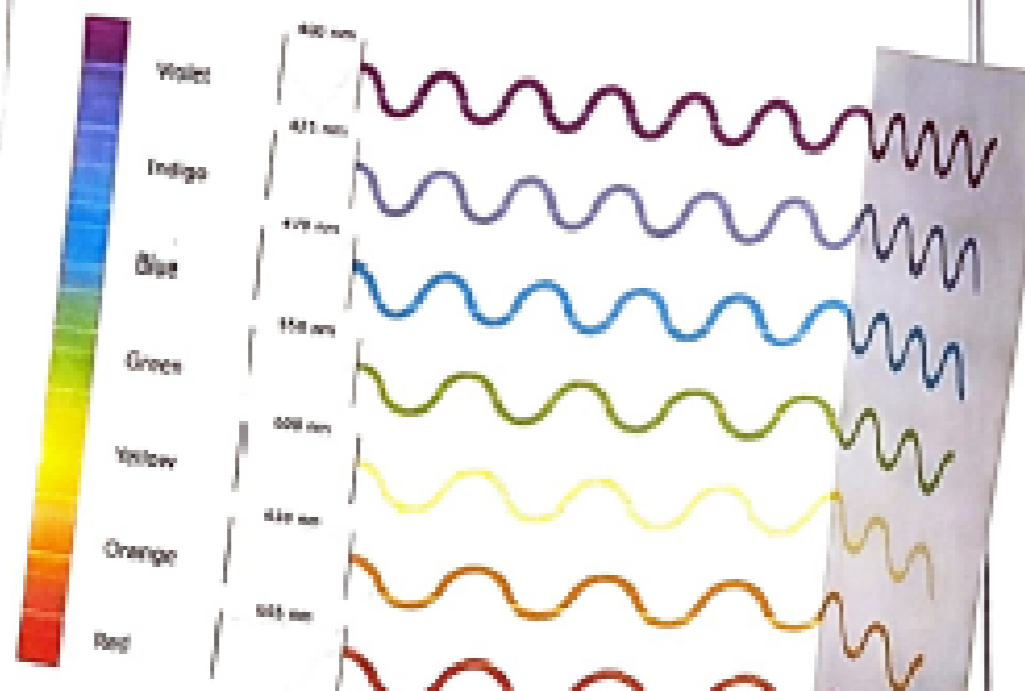
How can a texting pedestrian walk right into a pole, even though it is clearly visible? At any given moment, our attention and eyes are focused on some aspects of the scene in front of us, while other portions of the visible world go relatively unattended. We deploy this selective visual attention because we are unable to fully process everything in the scene at the same time. We have the impression of seeing everything in front of our eyes, but over most of the visual field, we are probably seeing something like visual textures, rather than objects(3). Identifying specific objects and appraising their relevance to each other typically requires attention, as our unfortunate texting pedestrian can attest.

Figure 1 illustrates this point. It is obvious that this image is filled with the letters M and W in various combinations of red, blue, and yellow, but it takes attentional scrutiny to determine whether or not there is a red and yellow M.

The need to attend to objects in order to recognize them raises a problem. At any given moment, the visual field contains a very large, possibly uncountable number of objects. We can't process them all, but imagine looking at object? What about your in? If object recognition objects is uncountable, 1 to a target object in a can process items at a L.



Visible light is the small part within the electromagnetic spectrum that human eyes are sensitive to and can detect.



We see these waves as the colours of the rainbow. Each colour has a different wavelength. Red has the longest wavelength, and violet has the shortest wavelength. When all the waves are seen together, they make white light. White light is actually made of all of the colours of the rainbow because it contains all wavelengths, and it is described as polychromatic light. Light from a lamp or the Sun is a good example of this.

The colour we see is a result of the wavelengths that are reflected back to our eyes. We see an object as red because there is a pigment in the object that reflects the red light wavelengths. When white light (which contains all of the colours) is visible wavelength business off, the other colours are absorbed and the energy from the non-red wavelengths is changed, primarily to heat. A white object reflects all colours (wavelengths), and a black object

## ATTENCI

con  
str  
uct  
vision

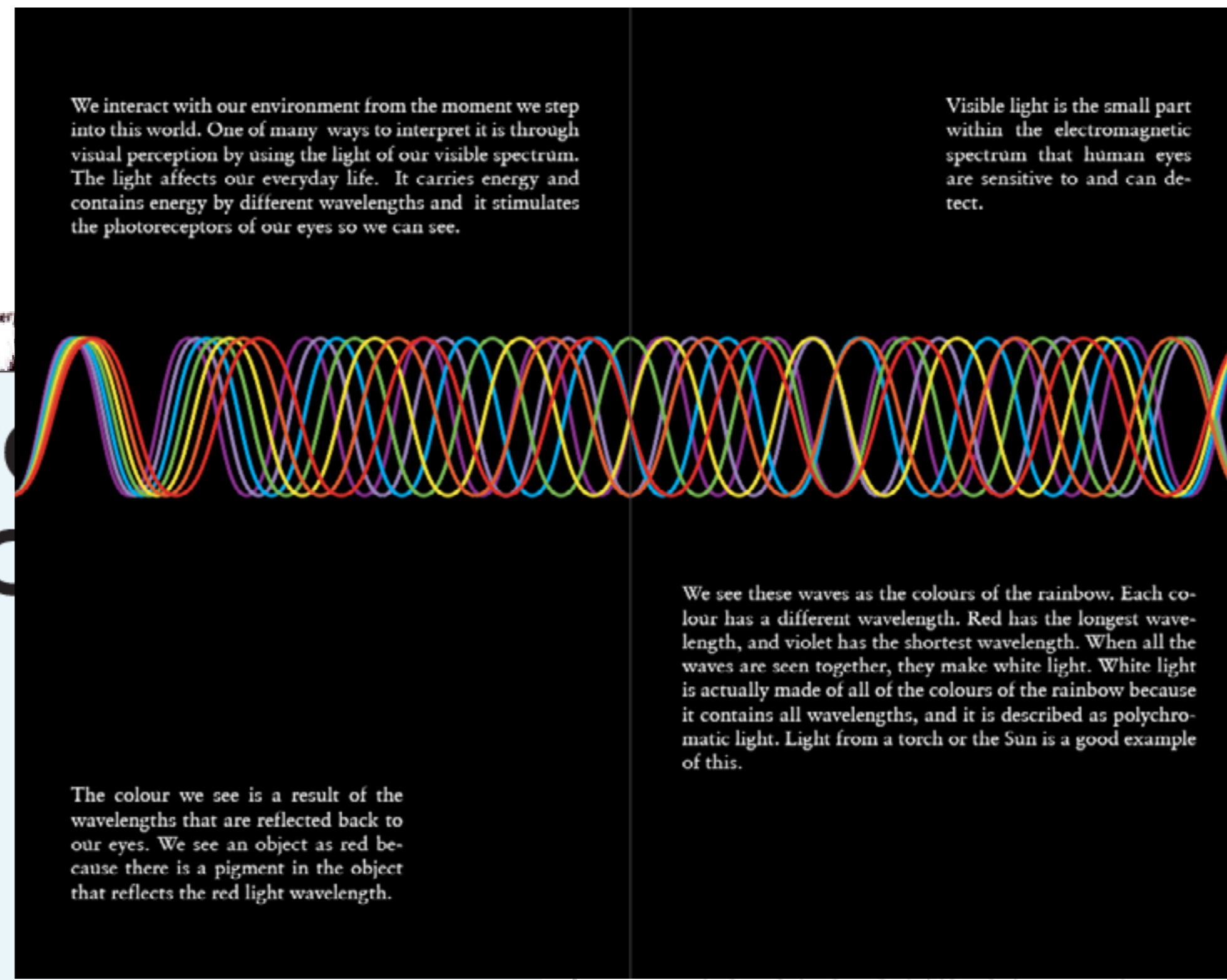
a understanding collection of a studies  
visual perception as a cognitive activity

Color has always been considered to be linked with subjectivity, especially where preferences are concerned. Culture also is always believed to have an influence, as is gender. The general preference found for blue in this study supports the findings of previous studies having subject groups of varied cultures. No matter what the background, blue was most preferred. There seems to be a global inclination toward preferring blue regardless of its presented medium. In many cases, blue was also stated as the most likeable color when people were asked their favorite color without any visual stimuli.

# DRAFTS



Thesis  
C  
vision



14 ATTENTION CHAPTER 1

## Attention Search

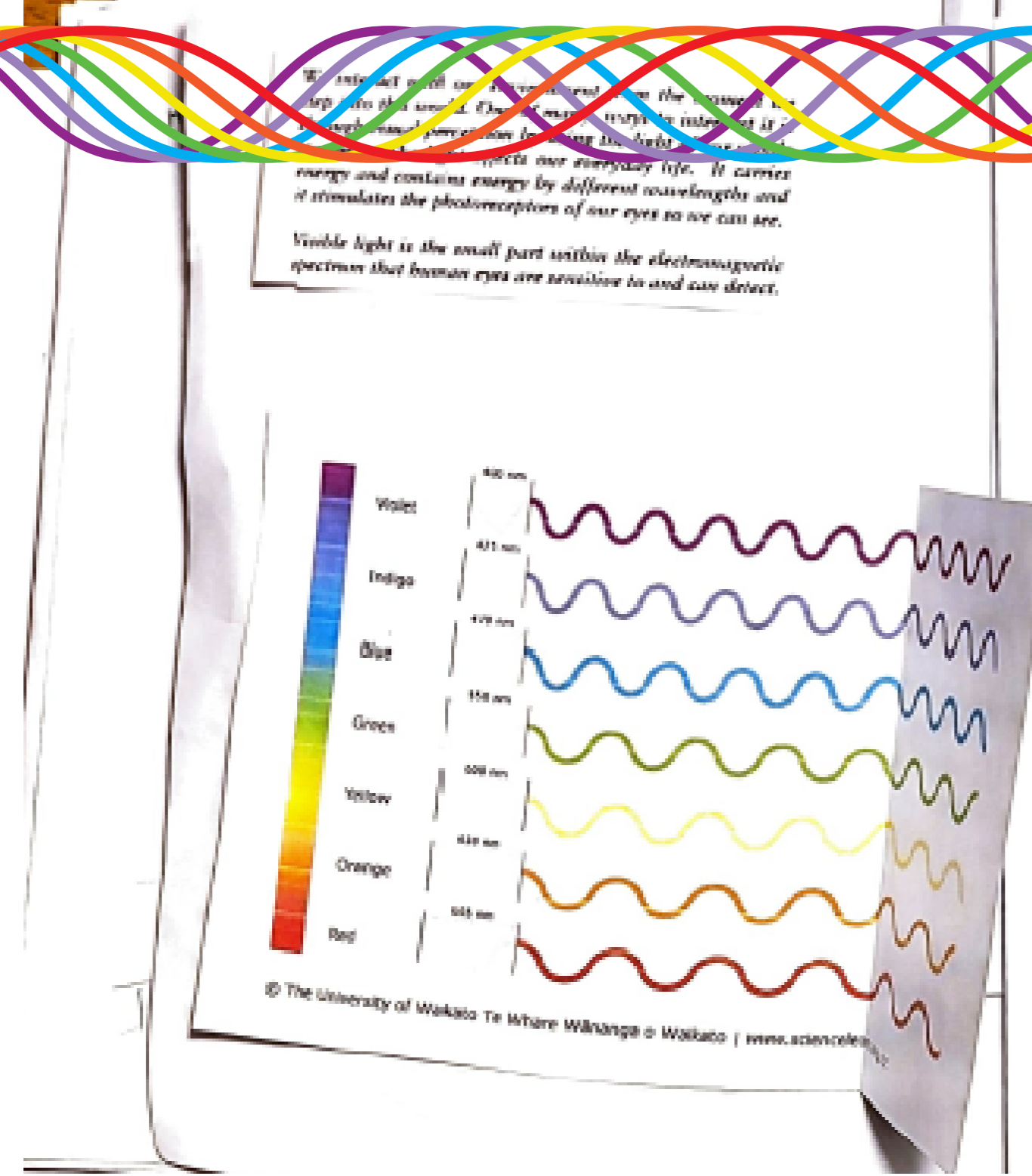
When the desired target is in the current mental limits on visual processing make searching involves directing attention to what you are looking for in the real world in a fraction of that time. To be sure, there are searches of the needle-in-a-haystack. Where's Waldo? variety that take significant time, but routine searches for the salt shaker, the light switch, your pen, and so forth, obviously proceed much more quickly. Search is not overwhelmed by the wealth of objects in the world because search is guided to a fairly very small subset of all possible objects by several sources of information. The purpose of this article is to briefly review the growing body of knowledge about the nature of that guidance.

If you were looking for a street sign in an urban setting containing a mere 1,000 possible objects (every window, tyre, door handle, piece of trash, and so on), it would take 20-50 seconds just to find that sign. It is introspectively obvious that you routinely find what you are looking for in the real world in a fraction of that time. To be sure, there are searches of the needle-in-a-haystack. Where's Waldo? variety that take significant time, but routine searches for the salt shaker, the light switch, your pen, and so forth, obviously proceed much more quickly. Search is not overwhelmed by the wealth of objects in the world because search is guided to a fairly very small subset of all possible objects by several sources of information. The purpose of this article is to briefly review the growing body of knowledge about the nature of that guidance.

**Measuring guidance**

We can operationalize the degree of guidance in a search for a target by asking what fraction of all items can be eliminated from consideration. One of the more straightforward methods to do this is to present observers with visual search displays like those in Fig. 2 and measure the reaction time (RT) required for them to report whether or not there is a target (here a T) as a function of the number of items (set size). The slope of the RT-set size function is a measure of the efficiency of search. For a search for a T among Ls (Fig. 2a), the slope would be in the vicinity of 20-50 ms per item. We believe that this reflects serial employment of attention from item to item, although this need not be the case.

- Bottom-up, stimulus-driven guidance in which the visual properties of some aspects of the scene attract more attention than others.
- Top-down, user-driven guidance in which attention is directed to objects with known features of desired targets.
- Some guidance in which attributes of the scene guide attention to areas likely to contain targets.



We see these waves as the colours of the rainbow. Each colour has a different wavelength. Red has the longest wavelength, and violet has the shortest wavelength. When all the waves are seen together, they make white light. White light is actually made of all of the colours of the rainbow because it contains all wavelengths, and it is described as polychromatic light. Light from a torch or the Sun is a good example of this.

The colour we see is a result of the wavelengths that are reflected back to our eyes. We see an object as red because there is a pigment in the object that reflects the red light wavelength. When white light (which contains all of the colours) is visible (wavelengths) about as a red object, the red light wavelength bounces off, the other colours are absorbed and the energy from the non-red wavelengths is changed, primarily to heat. A white object reflects all colours (wavelengths), and a black object

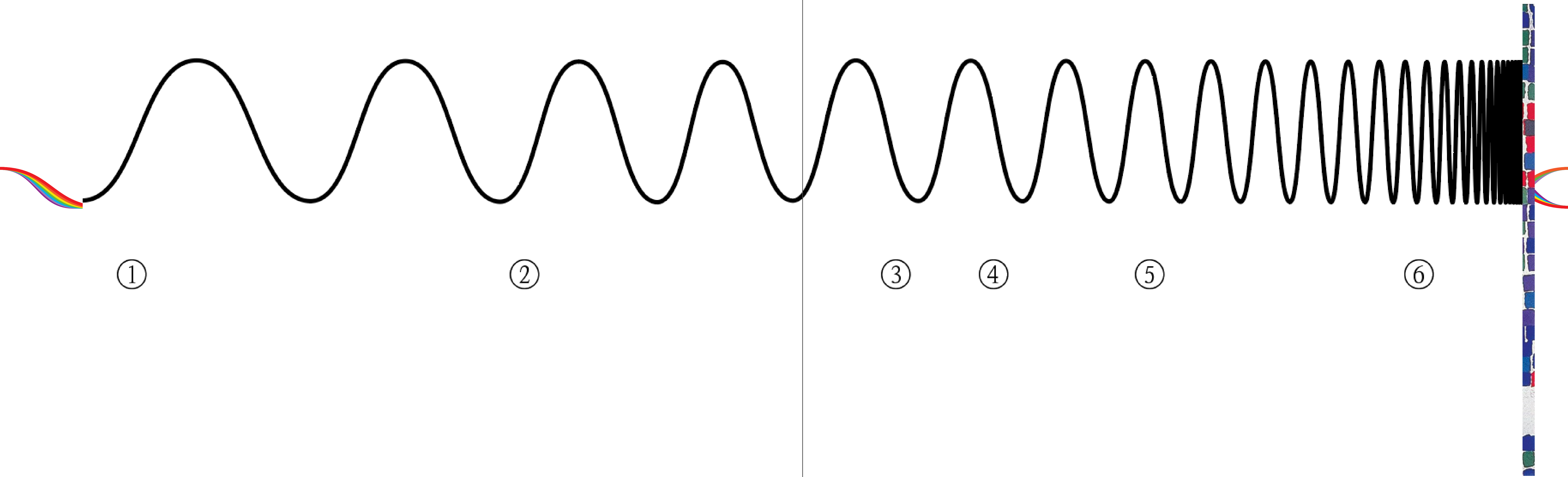
ATTENCI

struction  
vision  
a understanding collection of a cognitive stu  
visual perception as a cognitive act



Visible light is a small part within

the electromagnetic spectrum



①

②

③

④

⑤

⑥

# ΣΤΟΙΧΕΙΑ ΣΧΕΔΙΑΣΜΟΥ

- ↘ Γραμματοσειρές
- ↘ Υπογράμμιση
- ↘ Έργα τέχνης
- ↘ Χρωμα
- ↘ Διάδραση

# ΓΡΑΜΜΑΤΟΣΕΙΡΕΣ

↘ Neue Montreal

↘ PP Editorial New

↘ **Helvetica**

# ΔΙΚΑ ΜΟΥ ΚΕΙΜΕΝΑ

↘ Neue Montreal

**ABCDEFGHIJKLMNOPQRSTUVWXYZ**  
**abcdefghijklmnopqrstuvwxyz 0123456789**  
**PP NEUE MONTREAL BOLD 36pt**

↘ Συμπεράσματα

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz 0123456789  
PP NEUE MONTREAL MEDIUM 36pt

↘ Σημαντικές πληροφορίες

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz 0123456789  
PP NEUE MONTREAL MEDIUM 18pt

↘ Κείμενα

# ΑΥΤΟΥΣΙΑ ΑΠΟΣΠΑΣΜΑΤΑ

↘ PP Editorial New

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz 0123456789  
PP EDITORIAL NEW 36pt

↘ Σημαντικές πληροφορίες

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz 0123456789  
PP Neue Montreal Medium 18pt

↘ Κείμενα

# ΑΠΟΚΟΜΜΑ ΕΡΕΥΝΩΝ

↘ Helvetica

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz 0123456789  
Helvetica 12pt

↘ Τίτλοι

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz 0123456789  
Helvetica 10pt

↘ Κείμενα

# ΥΠΟΓΡΑΜΜΙΣΗ

↘ Υπογράμμισα αυτά που μου έκαναν εντύπωση

**Humans** use multisensory channel processing & **integrate all available signals** to generate a coherent representation of entities.

# ΕΡΓΑ ΤΕΧΝΗΣ

↘ Τα χρησιμοποιώ  
ως οπτικοποίηση  
των ερευνών.





# ΧΡΩΜΑ

↘ Ασπρόμαυρη παλέτα για να δίνεται έμφαση στο μήνυμα με χρώμα μόνο στα σημεία που χρειάζεται.

Black

Hex: #000000

RGB: 0,0,0

CMYK: 0,0,0,100

White

Hex: #FFFFFF

RGB: 255,255,255

CMYK: 0,0,0,0

# ΧΡΩΜΑ

↘ Ασπρόμαυρη παλέτα για να δίνεται έμφαση στο μήνυμα με χρώμα μόνο στα σημεία που χρειάζεται.

Black

White



# ΔΙΑΔΡΑΣΗ

↘ Αμφίδρομη μορφή αυτής της σχέσης  
επιρροής με τον αναγνώστη.

# ΒΙΒΛΙΟ

## Τεχνικά Χαρακτηριστικά

- ↘ Διάσταση κλειστού 130,00 x 205,00 mm
- ↘ Διάσταση αναπύγματος \ 260,00 x 205,00 mm
- ↘ Cover: Digital/Conqueror Diamond White 270 gsm
- ↘ Body: Digital/Conqueror Diamond White 120 gsm | 160σελ.
- ↘ Research: Subtil/Colors Βότσαλο 100 gsm | 180σελ.
- ↘ Special Papers Colorplan/Factory Yellow 120gsm | Cromatico/Σιέλ Ανοιχτό 80gms
- ↘ Supplier: Perrakis Papers
- ↘ Printing: Angelakis Digital
- ↘ Binding: Thaleia's bookbindery

# ΠΕΡΙΕΧΟΜΕΝΑ

---

|   |                                |           |
|---|--------------------------------|-----------|
| Ⓜ | <b>ABSTRACT</b>                | 12 → 19   |
| Ⓜ | <b>INTRODUCTION</b>            | 20 → 31   |
| Ⓜ | <b>IT STARTS WITH LIGHT</b>    | 32 → 51   |
| Ⓜ | <b>VISUAL ATTENTION</b>        | 52 → 91   |
| Ⓜ | <b>PERSONAL VIEW</b>           | 92 → 129  |
| Ⓜ | <b>DIFFERENT WAY OF SEEING</b> | 130 → 153 |
| Ⓜ | <b>CONCLUSION</b>              | 154 → 160 |
| Ⓜ | <b>RESEARCH</b>                | 161 → 315 |
| Ⓜ | <b>ARTWORKS</b>                | 316 → 319 |
| Ⓜ | <b>BIBLIOGRAPHY</b>            | 320 → 04  |

# ABSTRACT

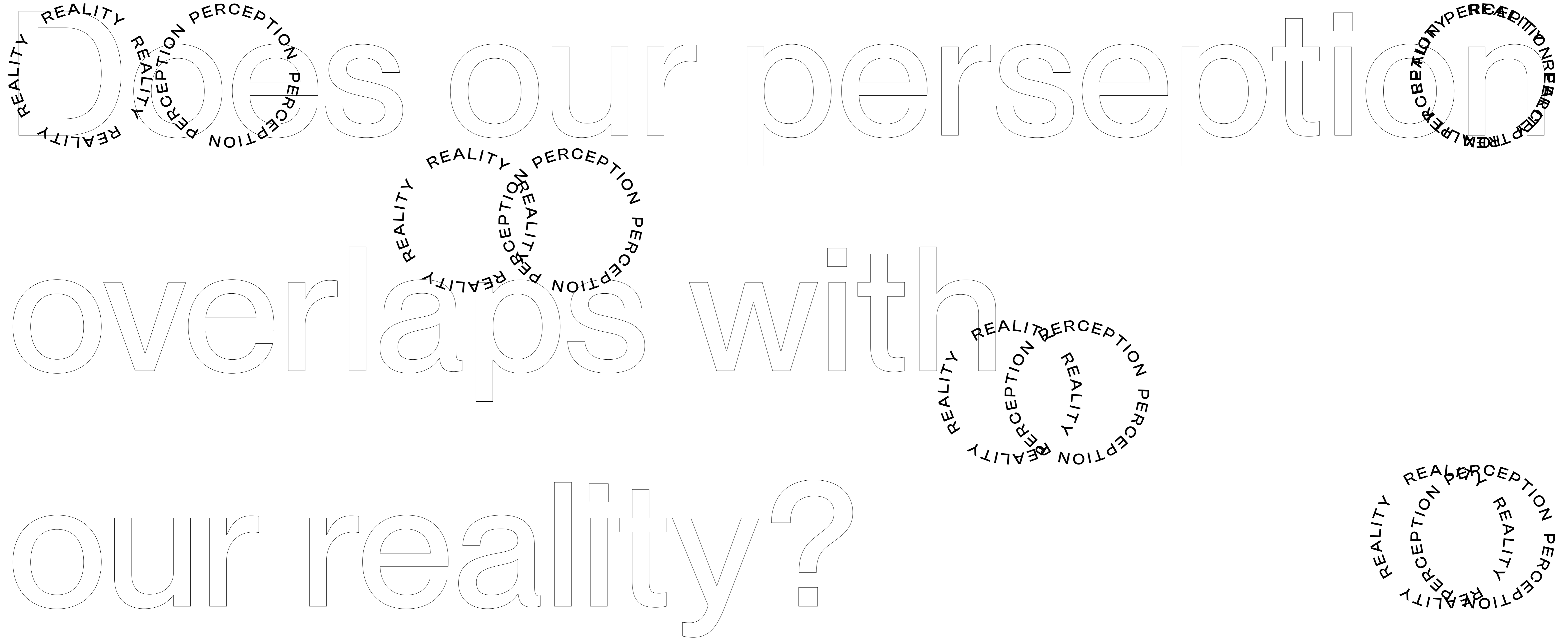
Συνοπτικά το πρόβλημα,  
τη μεθοδολογία, τον σκοπό  
και το συμπέρασμα

# ά INTRODUCTION

Το αντικείμενο της έρευνας,  
το πρόβλημα που διερευνάται,  
το πλαίσιο και η σημασία του θέματος,  
τη γενική προσέγγιση.



Does our perception  
overlaps with  
our reality?

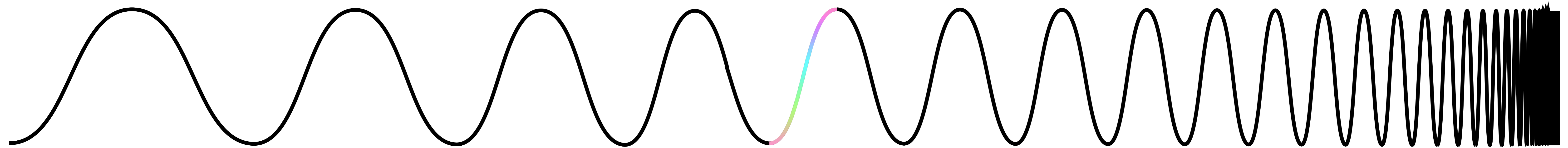


# β' IT STARTS WITH LIGHT

Preference ↘ Visual search ↘

Η όραση είναι ένα αποτέλεσμα του φωτός.  
Το φως διαμορφώνει την αντίληψή μας;

Visible light is a small part within the electromagnetic spectrum



①

②

③

④

⑤

⑥

① RADIO WAVES ② INFRARED RAYS

③ VISIBLE LIGHT ④ ULTRAVIOLET RAYS ⑤ X-RAYS ⑥ GAMMA RAYS

ΠΟΙΟ ΕΙΝΑΙ  
ΤΟ ΑΓΑΠΗΜΕΝΟ  
ΣΟΥ ΧΡΩΜΑ?

**Αν απαντήσατε μπλε, συγχαρητήρια  
επιλέξατε το ποιο αγαπημένο χρώμα  
στον κόσμο!**

# ΒΡΕΙΤΕ ΕΝΑ ΠΡΑΣΙΝΟ ΓΡΑΜΜΑ

LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE  
HERE L OK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK  
LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE  
HERE LOOK HE E LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK H RE LOOK  
LOOK HERE LO K HERE LOOK HERE LOOK HERE LOO HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE  
HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LO K  
LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE  
HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE  
LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE  
HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE  
LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE  
HE E LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE  
LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE  
HERE LOOK HERE LO K HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE  
LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE  
HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK HERE LOOK

# γ VISUAL ATTENTION

Attention ↘ Factors guide attention ↘

Πώς γίνονται αντιληπτά τα ερεθίσματα.  
Η οπτική αναζήτηση μπορεί να καθοδηγηθεί



➤ Καθοδήγηση από κάτω προς τα πάνω,  
στην οποία οι οπτικές ιδιότητες ορισμένων πτυχών της σκηνής  
προσελκύουν περισσότερη προσοχή από άλλες



➤ Καθοδήγηση από κάτω προς τα πάνω,  
στην οποία οι οπτικές ιδιότητες ορισμένων πτυχών της σκηνής  
προσελκύουν περισσότερη προσοχή από άλλες



# ΤΙ ΧΡΩΜΑ ΕΙΝΑΙ Η ΛΕΞΗ;

↘ Καθοδήγηση από κάτω προς τα πάνω,  
στην οποία οι οπτικές ιδιότητες ορισμένων πτυχών της σκηνής  
προσελκύουν περισσότερη προσοχή από άλλες

κόκκινο

κίτρινο

πράσινο

μπλέ

κόκκινο

κίτρινο

πράσινο

μπλέ

κόκκινο

# ΤΩΡΑ;

↘ Καθοδήγηση από κάτω προς τα πάνω, στην οποία οι οπτικές ιδιότητες ορισμένων πτυχών της σκηνής προσελκύουν περισσότερη προσοχή από άλλες

κόκκινο

κίτρινο

πράσινο

μπλέ

κόκκινο

κίτρινο

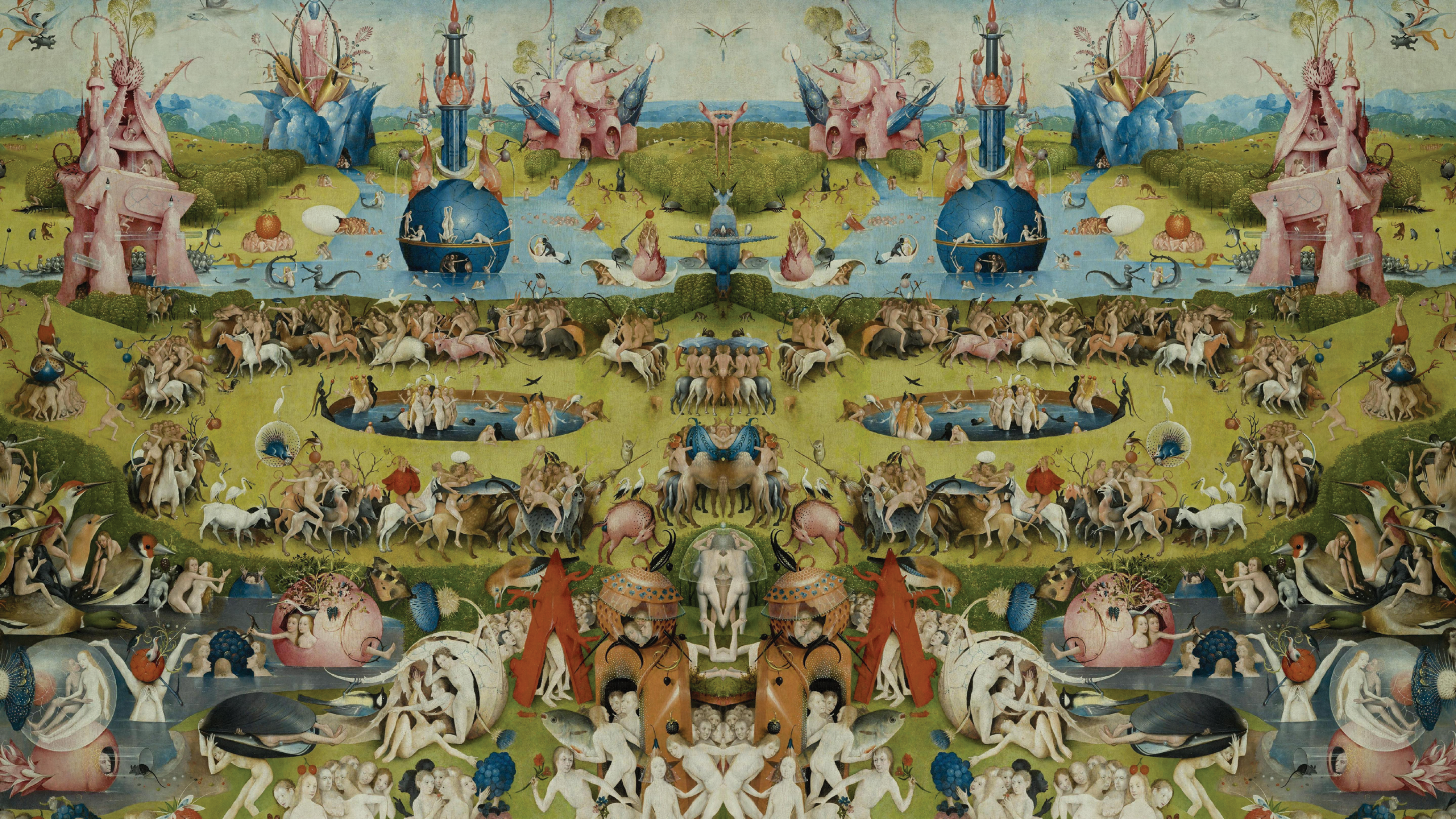
πράσινο

μπλέ

κόκκινο

# ΒΡΕΣ ΤΟ ΨΑΡΙ

↘ Καθοδήγηση με βάση την αντιληπτή αξία ορισμένων στοιχείων ή χαρακτηριστικών



# ΒΡΕΙΤΕ ΤΟ ΜΕΤΑΛΛΙΚΟ ΚΟΥΤΙ

↘ Καθοδήγηση με βάση το ιστορικό προηγούμενης αναζήτησης.

# ΒΡΕΙΤΕ ΤΟ ΜΕΤΑΛΛΙΚΟ ΚΟ





ΒΡΕΣ ΑΥΤΟ



# ΒΡΕΣ ΑΥΤΟ

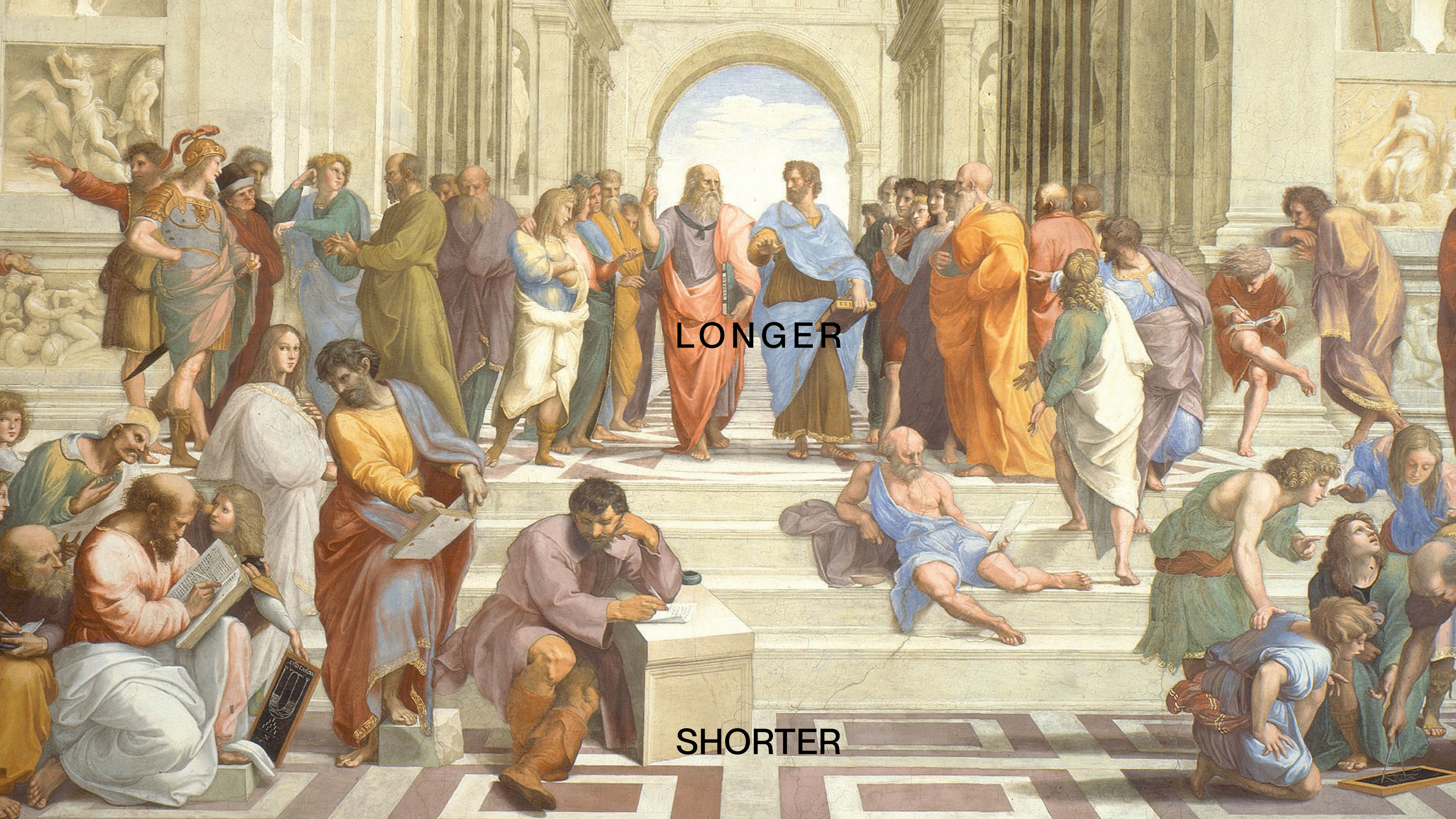


# 8 PERSONAL VIEW

Culture ↘ Emotions ↘

Πώς προσωπικά ερεθίσματα, επιρροές, συμπεριφορές και πεποιθήσεις μας βοηθάνε να αντιληφθούμε τον κόσμο γύρω μας.

ΠΟΙΑ ΓΡΑΜΜΗ  
ΕΙΝΑΙ ΜΕΓΑΛΥΤΕΡΗ;



LONGER

SHORTER

**LONGER**

**SHORTER**

ΠΟΙΟΣ ΑΠΟ ΤΟΥΣ  
ΠΙΝΑΚΕΣ ΕΙΝΑΙ  
ΑΣΙΑΤΙΚΟΣ ΚΑΙ ΠΟΙΟΣ  
ΕΥΡΩΠΑΪΚΟΣ;



ΟΥΣ  
Μ  
Ι ΠΟΙΟΣ

ΕΥΡΩΠΑΙΚΟΣ;



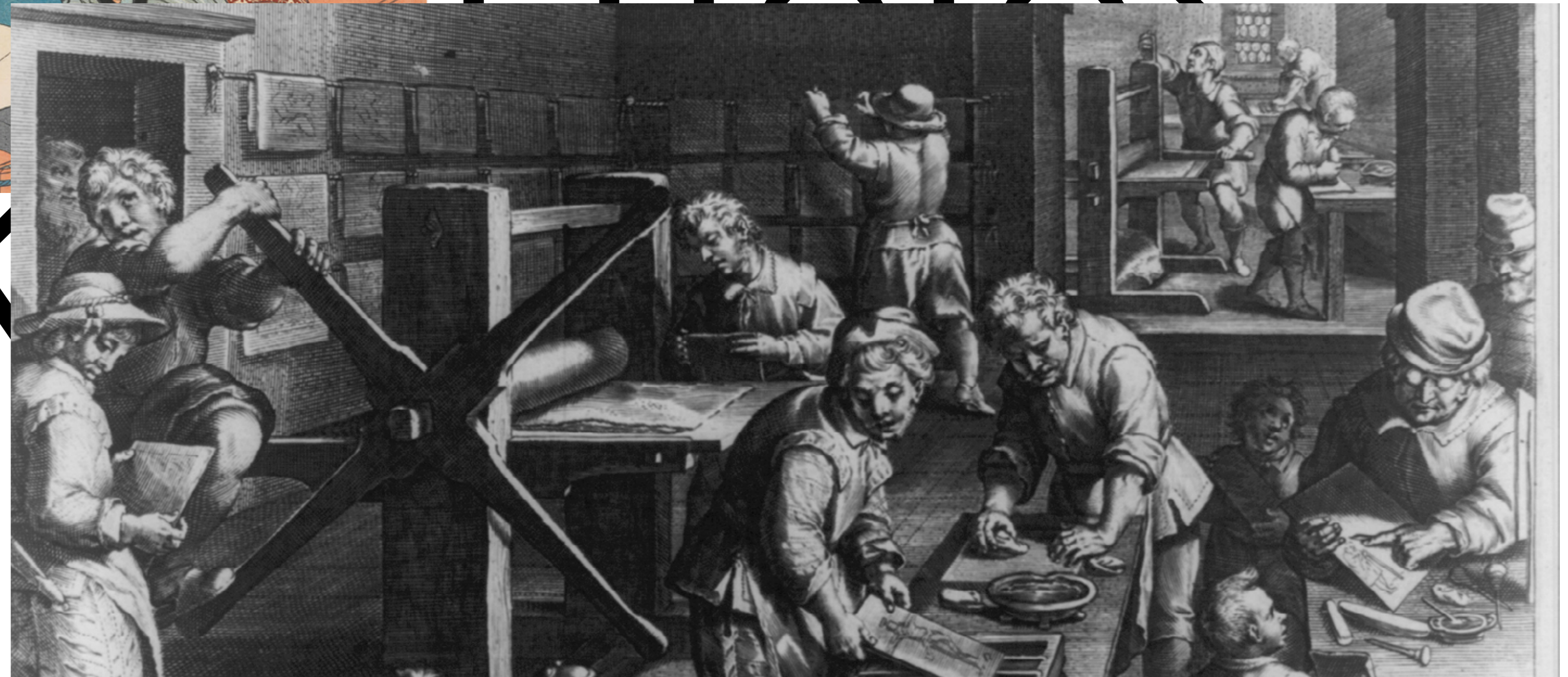


ΟΥΣ

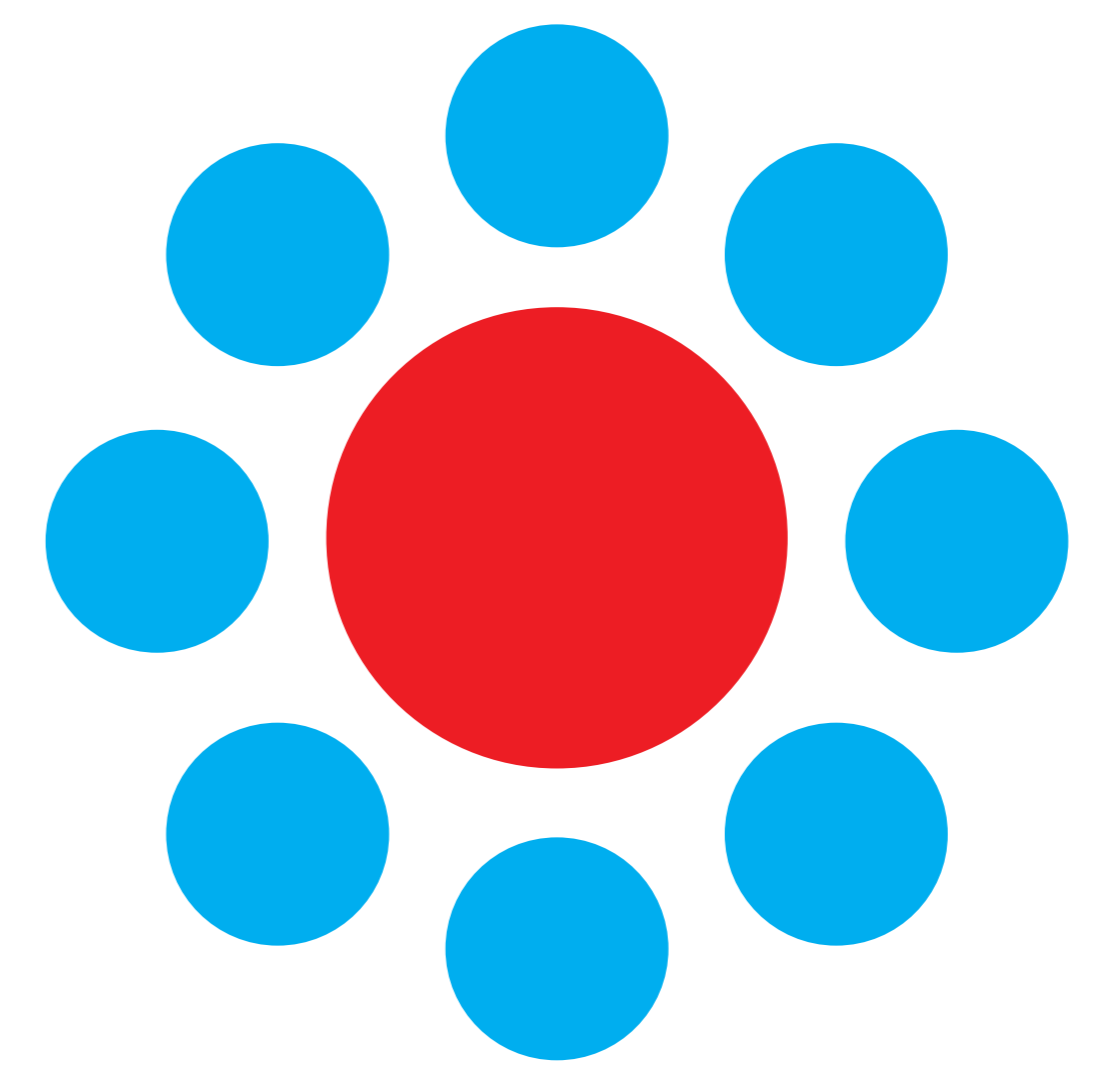
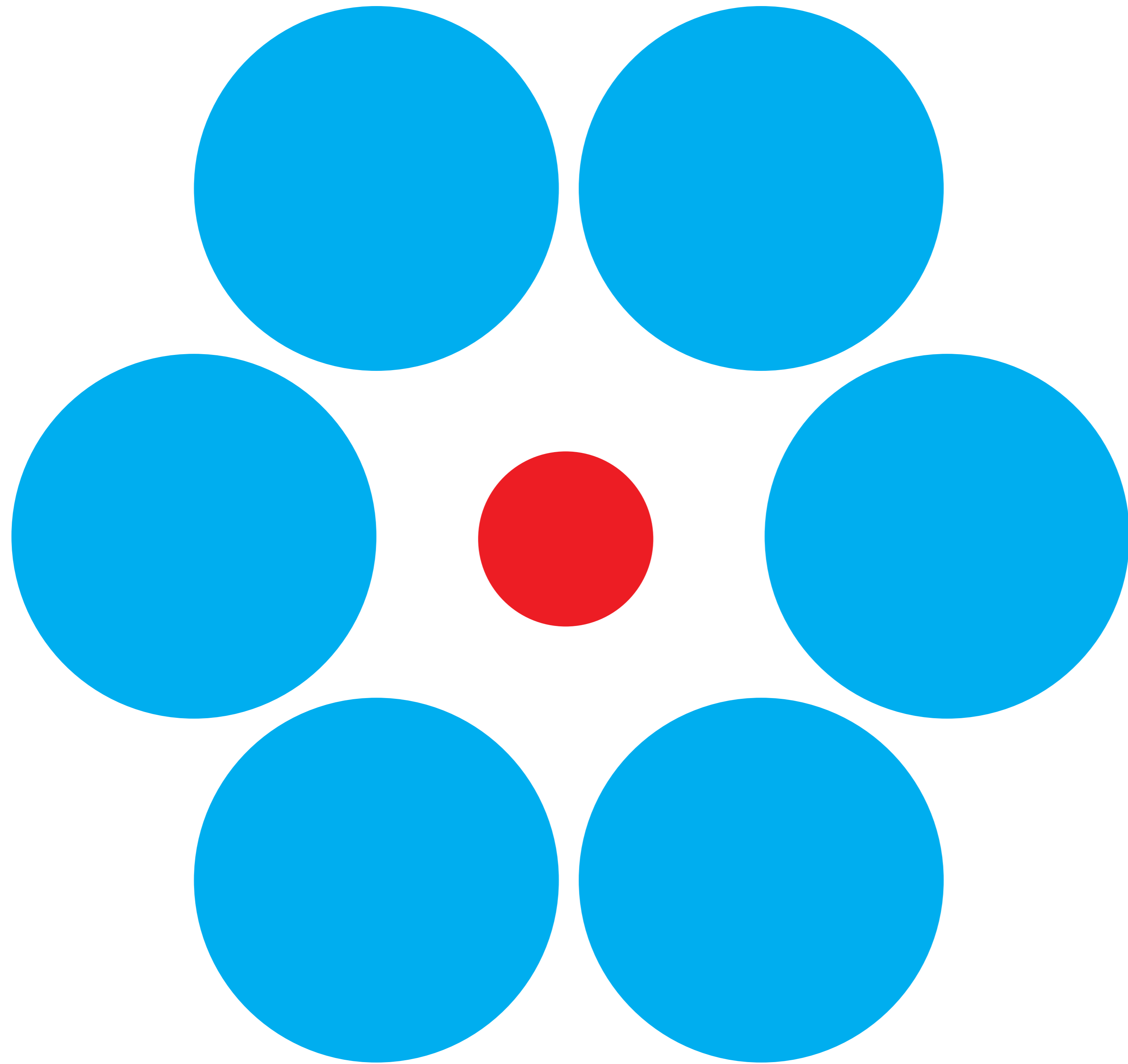
Μ

ΠΟΙΟΣ

ΕΥΡΩΠΑΙΚ



ΣΥΓΚΡΙΝΕΤΕ  
ΤΟΥΣ ΚΟΚΚΙΝΟΥΣ  
ΚΥΚΛΟΥΣ;





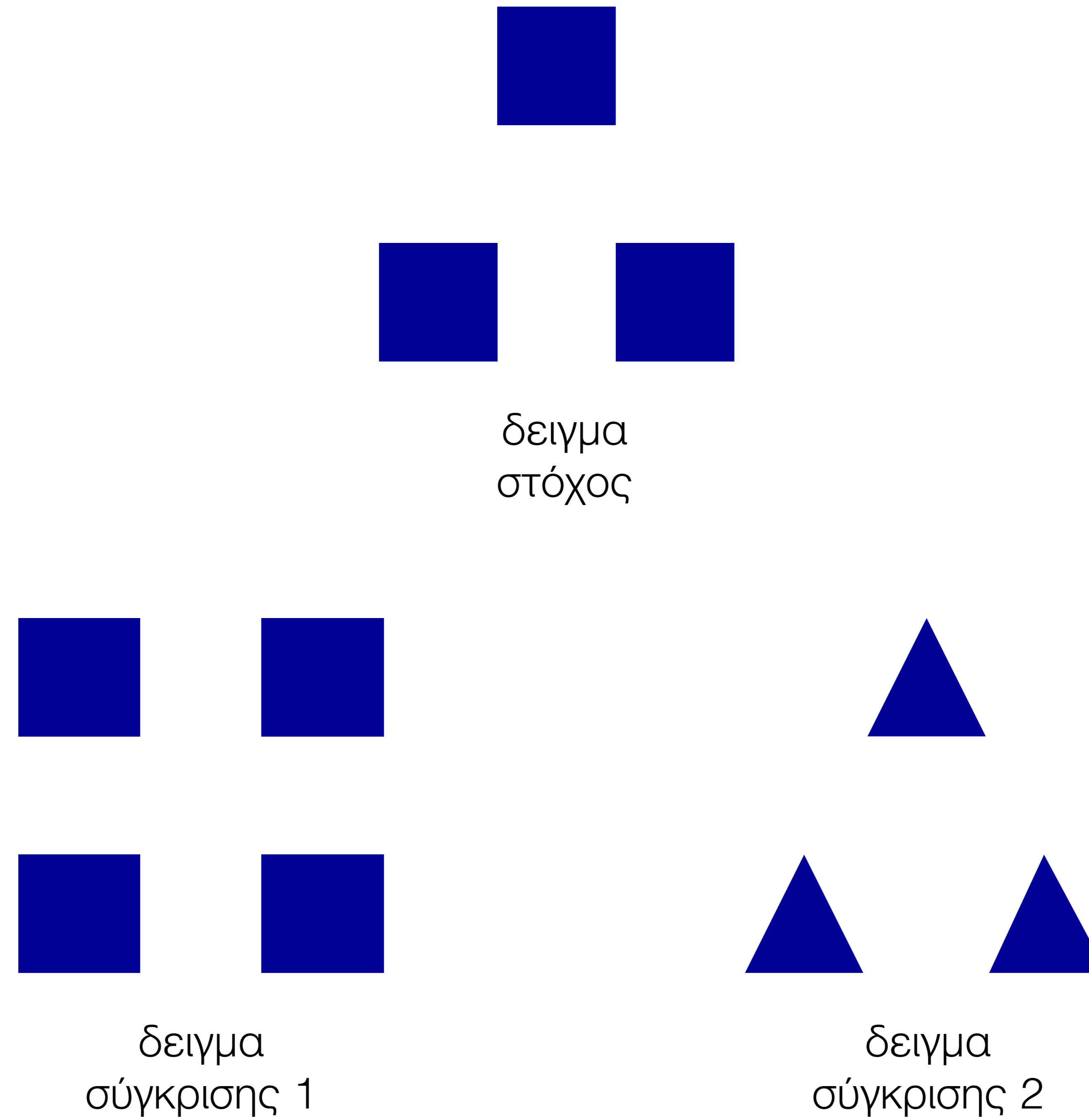


وَعَا نَا بَرَمَ لَازِم

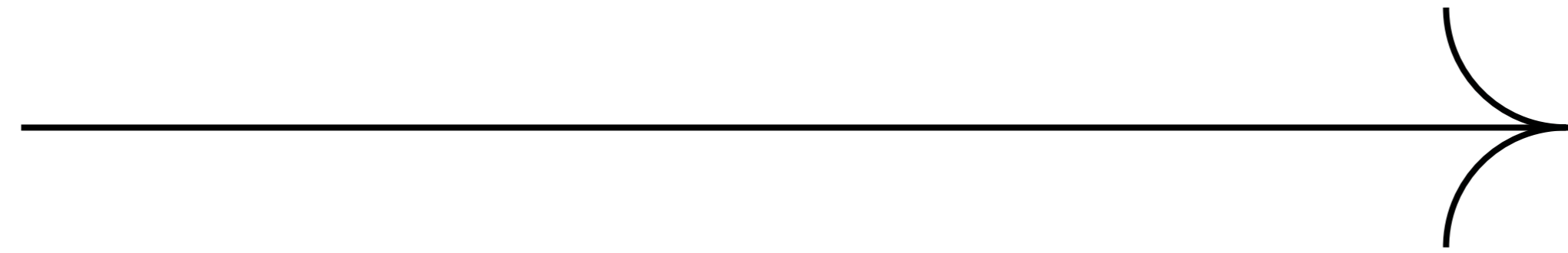


ا  
بَرَمَ عَقْفِ  
يَا بَرَمَ

ΤΑΙΡΙΑΞΕΤΕ ΤΟ ΔΕΙΓΜΑ  
ΣΤΟΧΟ ΜΕ ΤΟ ΔΕΙΓΜΑ  
ΣΥΓΚΡΙΣΗΣ ΣΤΟ ΚΑΤΩ  
ΜΕΡΟΣ

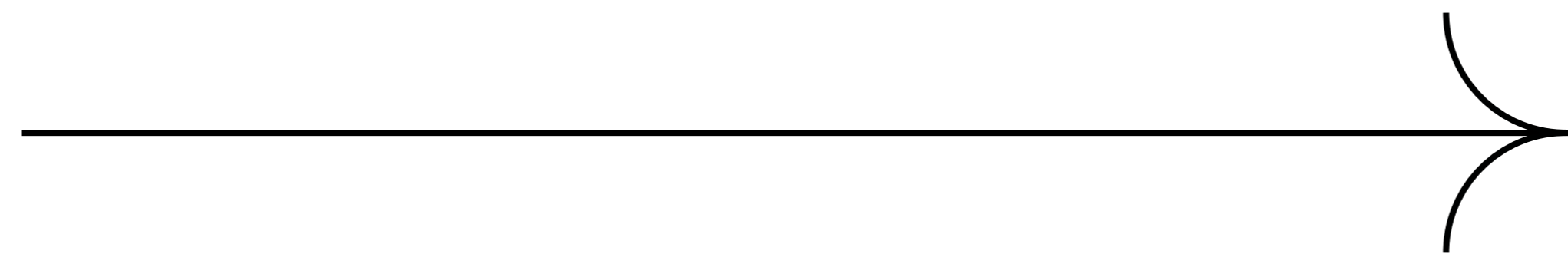


δειγμα  
σύγκρισης 1



: (

δειγμα  
σύγκρισης 2



: )



# ε' DIFFERENT WAY OF SEEING

Color Blind ↘ Dyslexia ↘

Οι φυσιολογικές λειτουργίες επηρεάζουν τον τρόπο που αλληλεπιδρούμε με οπτικά ερεθίσματα.

ΣΕ ΠΟΙΟΝ  
ΟΡΟΦΟ ΕΙΣΑΙ?

1<sup>ος</sup>

ΟΡΟΦΟΣ

2<sup>ος</sup>

ΟΡΟΦΟΣ

3<sup>ος</sup>

ΟΡΟΦΟΣ

4<sup>ος</sup>

ΟΡΟΦΟΣ

5<sup>ος</sup>

ΟΡΟΦΟΣ

1<sup>ος</sup>

ΟΡΟΦΟΣ

2<sup>ος</sup>

ΟΡΟΦΟΣ

3<sup>ος</sup>

ΟΡΟΦΟΣ

4<sup>ος</sup>

ΟΡΟΦΟΣ

5<sup>ος</sup>

ΟΡΟΦΟΣ

ΠΡΟΣΠΑΘΗΣΕ ΝΑ  
ΔΙΑΒΑΣΕΙΣ ΤΗΝ  
ΕΠΟΜΕΝΗ ΣΕΛΙΔΑ



Q G p q

B 8 1 I i l

Q G p q

B 8 1 I i l

Q G p q

B 8 1 I i l

Q G p q

B 8 1 I i l

# BIBΛΙΟ



# BIBΛΙΟ



# DESIGN SYSTEM

\*The understanding, like the eye, whilst it makes us see and perceive all other things, takes no notice of itself : and it requires art and pains to set it at a distance and make it its own object....

\* John Locke (1632 – 1704) was an English philosopher and physician. Locke's theory of mind is often cited as the origin of modern conceptions of identity and the self. Equating personhood to the work of later philosophers such as Jean-Jacques Rousseau, David Hume, and Immanuel Kant.

The purpose of this collection is to better understand how visual stimuli work, how perception is created through the visual organization of consciousness. So, therefore, grasp how to design & organize visual information.

During the conduction of my thesis, I came across very interesting data. Gaining a better understanding of how design cognition can inspire new discussions about the future. Finally, all this information sparked my interest in matching the design with the needs of a user. Thus, achieving as successful communication as possible.

In order to use a human-centered design approach we have first to involve and decode the human perspective.

For each individual, perceived reality, which is based on preceding complex and mostly unconscious neural processing, is the essential and only graspable reality (Carbon, 2016b).

Perception creates its own reality that guides us fast and effectively through the surrounding world that provides fuzzy and highly ambiguous information (Carbon, 2014).

**Humans use multisensory channel processing & integrate all available signals to generate a coherent representation of entities.**

**Perception, cognition, emotion are all intertwined. Each of us creates a unique system. Cultural variations (both physical and social) play a role in perceptual differences between populations. Emotion affects the way we see. Perception can be systematically altered in ways that may aid communication. Maybe by learning how it works we can overcome barriers.**

# DESIGN SYSTEM

\*The understanding, like the eye, whilst it makes us see and perceive all other things, takes no notice of itself : and it requires art and pains to set it at a distance and make it its own object....

\* John Locke (1632 – 1704) was an English philosopher and physician. Locke's theory of mind is often cited as the origin of modern conceptions of identity and the self. Agreeing generally to the work of later philosophers such as Jean-Jacques Rousseau, David Hume, and Immanuel Kant.

134 DIFFERENT WAY OF SEEING

NOW?

135 DIFFERENT WAY OF SEEING

1<sup>ST</sup> FLOOR  
 2<sup>ND</sup> FLOOR  
 3<sup>RD</sup> FLOOR  
 4<sup>TH</sup> FLOOR  
 5<sup>TH</sup> FLOOR

PRODUCTION 23

use  
 sory  
 processing  
 te all  
 signals  
 ate  
 nt  
 tation of

128 PERSONAL VIEW 129 PERSONAL VIEW

**Perception, cognition, emotion are all intertwined. Each of us creates a unique system. Cultural variations (both physical and social) play a role in perceptual differences between populations. Emotion affects the way we see. Perception can be systematically altered in ways that may aid communication. Maybe by learning how it works we can overcome barriers.**

# DESIGN SYSTEM

\*The understanding, like the eye, whilst it makes us see and perceive all other things, takes no notice of itself : and it requires art and pains to set it at a distance and make it its own object....

\* John Locke (1632 – 1704) was an English philosopher and physician. Locke's theory of mind is often cited as the origin of modern conceptions of identity and the self. Appearing prominently in the work of later philosophers such as Jean-Jacques Rousseau, David Hume, and Immanuel Kant.

132
DIFFERENT WAY OF SEEING

DIFFERENT WAY OF SEEING
133

1<sup>ST</sup> FLOOR

2<sup>ND</sup> FLOOR

3<sup>RD</sup> FLOOR

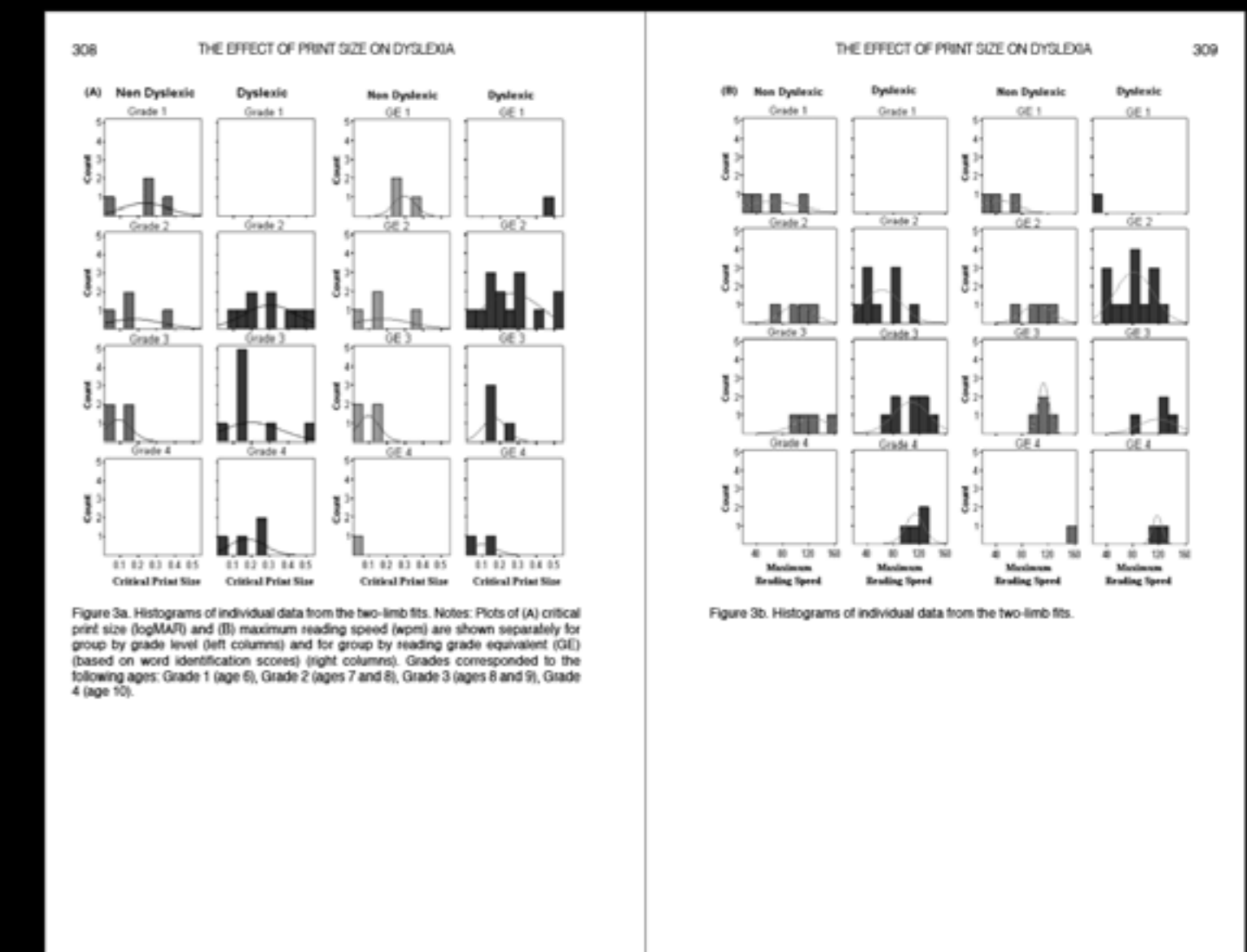
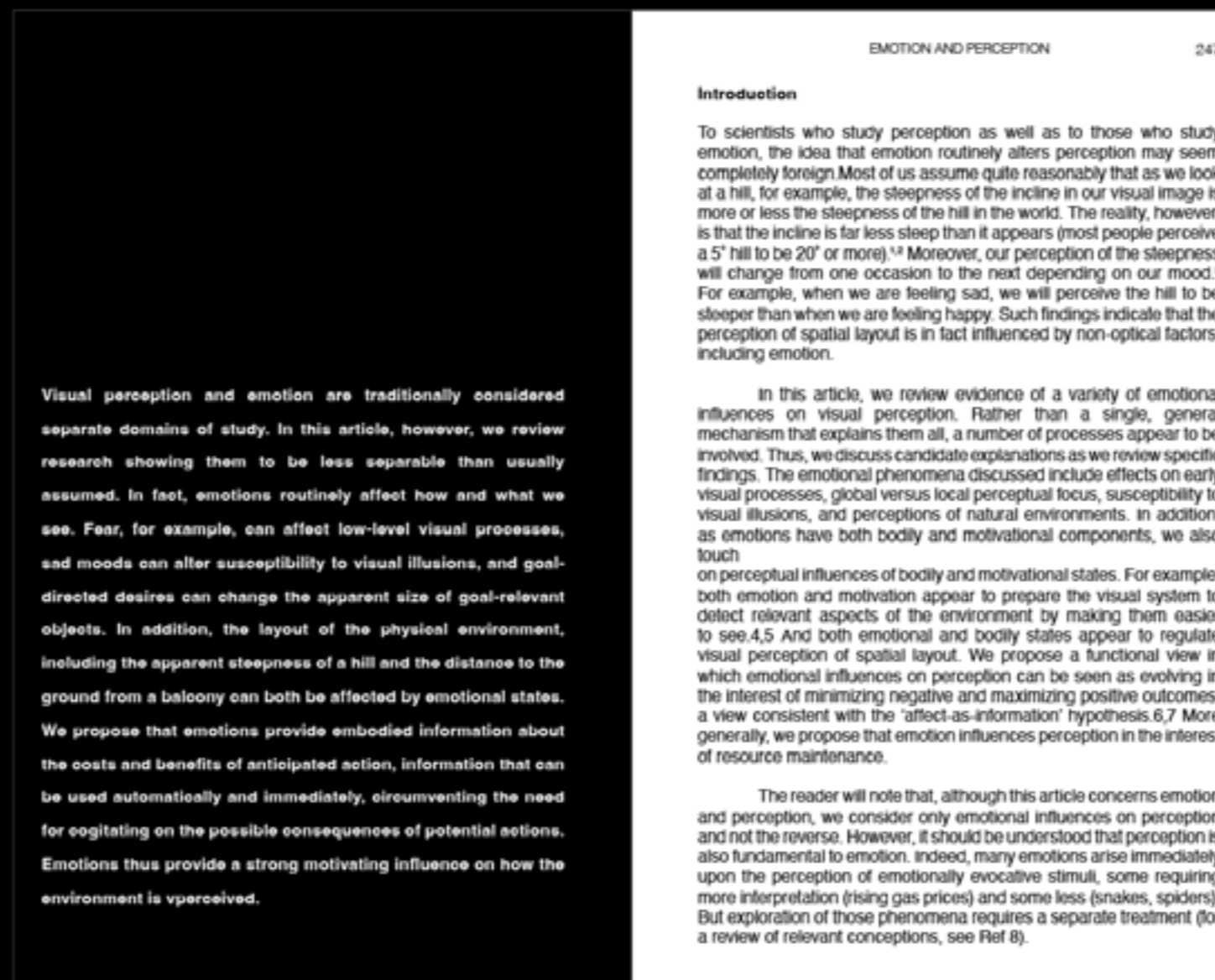
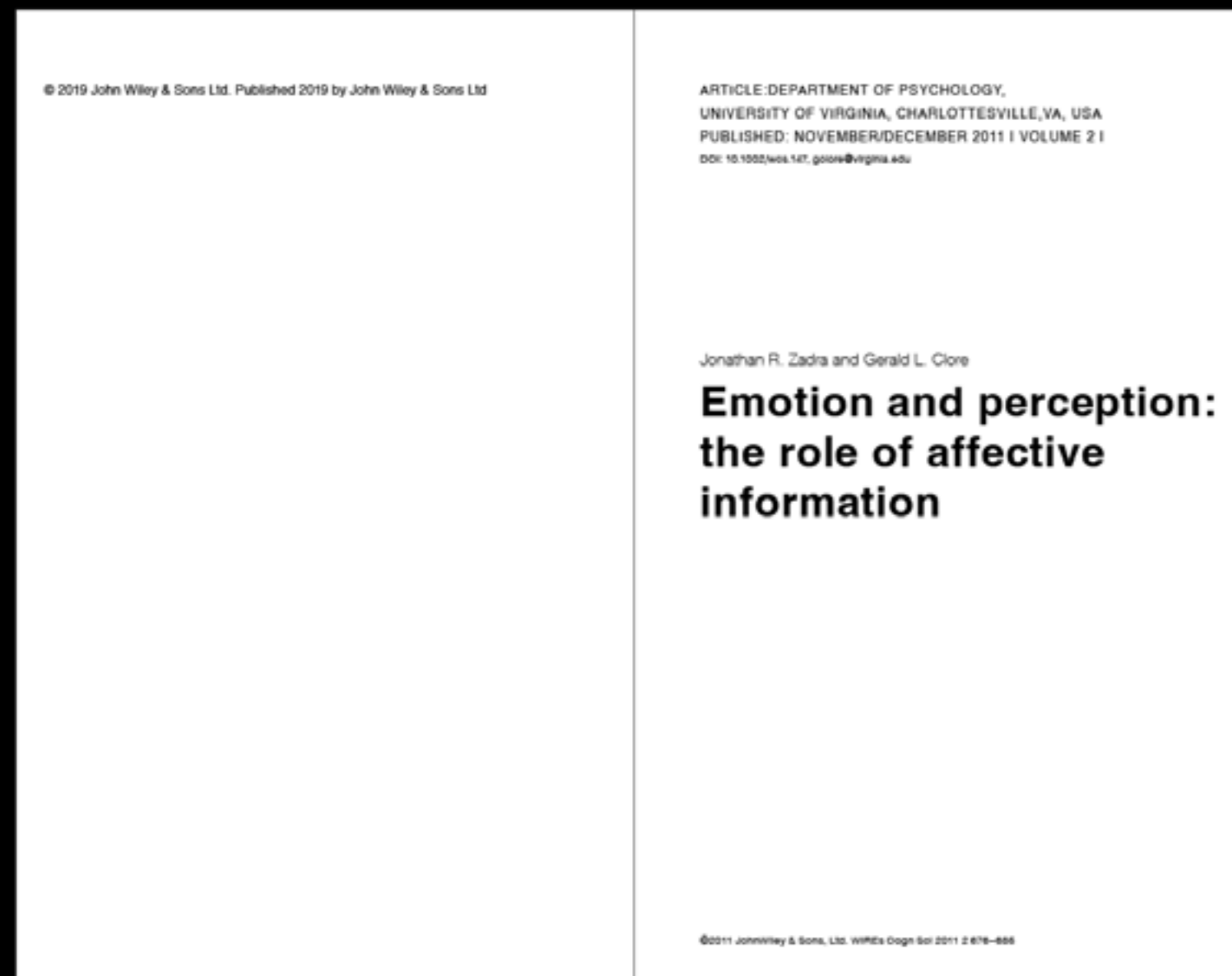
4<sup>TH</sup> FLOOR

5<sup>TH</sup> FLOOR

use  
sory  
processing  
te all  
signals  
ate  
nt  
tation of

**Perception, cognition, emotion are all intertwined. Each of us creates a unique system. Cultural variations (both physical and social) play a role in perceptual differences between populations. Emotion affects the way we see. Perception can be systematically altered in ways that may aid communication. Maybe by learning how it works we can overcome barriers.**

# DESIGN SYSTEM



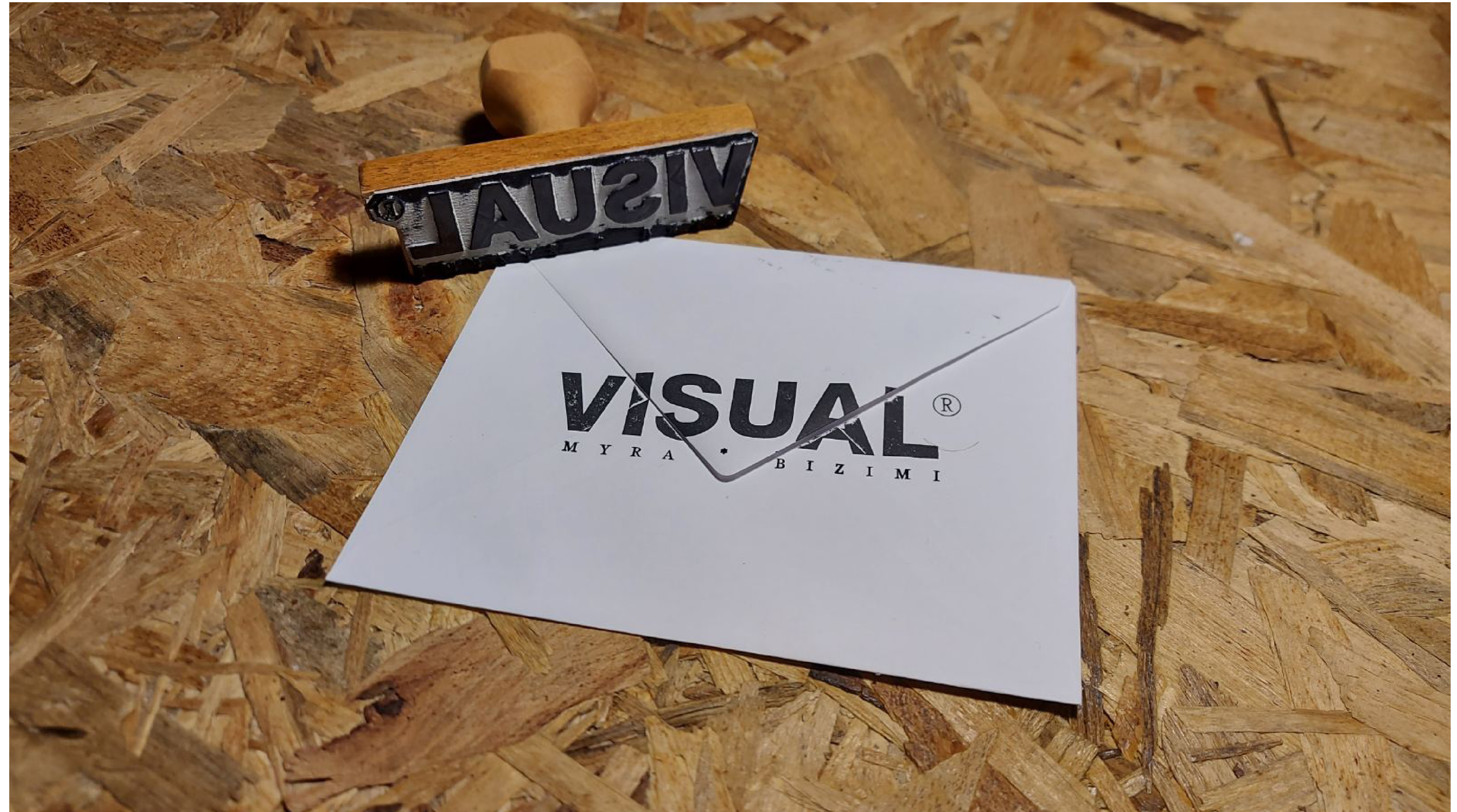
# DESIGN SYSTEM

| 320 | ARTWORKS  |   | ARTWORKS  | 321 |
|-----|---|---|-----------|-----|
|     | <b>Relief sponge bleu (Kleine Nachtmusik)</b>                                 | 1901 YVES KLEIN   | ~ 40      |     |
|     | <b>The Burial of the Count of Orgaz</b>                                       | 1586 EL GRECO   | ~ 65      |     |
|     | <b>The Garden of Earthly Delights</b>   | 1490 & 1510, HIERONYMUS BOSCH                               | 76 - 77   |     |
|     | <b>Poor and rebellious life of the Fishermen Merodol - Merotia (woodcuts)</b> | VASSO KATRAKI   | 83 - 85   |     |
|     | <b>The School of Athens</b>   | 1490-1510 RAFAEL  | ~ 95      |     |
|     | <b>Shokunin (Artisans)</b>  | 1871, UTANGAWA KUNISADA                                     | ~ 98      |     |
|     | <b>Sculptura in aes</b>   | 1810, GALLE, PHILIPPE, ENGRAVER STRAET, JAN VAN DER, ARTIST | ~ 103     |     |
|     | <b>Persian Demons from a Book of Magic and Astrology</b>                      | 1821  | 106 - 109 |     |

| 324  | BIBLIOGRAPHY | BIBLIOGRAPHY   | 325 |
|--|--------------|--|-----|
| <b>INTRODUCTION</b>  |              | <b>IT ALL STARTS WITH LIGHT</b>  |     |
| <p>The Bidrain team. (September 19, 2018) What is attention, types and disturbances. Retrieved April 15, 2021, from <a href="https://www.bidrain.com/blog/what-is-attention-types">https://www.bidrain.com/blog/what-is-attention-types</a></p> <p>Wolfe, J. M. &amp; Horowitz, T. S. Five factors that guide attention in visual search. <i>Nat. Hum. Behav.</i>, 1, 0268 (2017).</p> <p>Ou, L.C., Luo, M.R., Sun, P.L., Hu, N.C. and Chen, H.S. (2012). Age effects on colour emotion, preference, and memory. <i>Color Res. Appl.</i>, 37, 89-103. <a href="https://doi.org/10.1002/col.20672">https://doi.org/10.1002/col.20672</a></p> <p>Lee, H., Lee, E. and Cho, G.-u. (2020). Wayfinding Upgrade for People with Color Blindness. <i>Journal of Interior Design</i>, 45, 33-54. <a href="https://doi.org/10.1111/joid.12169">https://doi.org/10.1111/joid.12169</a></p> <p>Castiblanco M.L., Henderson J.M. The influence of color on the perception of scene gist. <i>J Exp Psychol Hum Percept Perform.</i> 2009 Jun;35(2):660-75. <a href="https://doi.org/10.1037/a0015096">https://doi.org/10.1037/a0015096</a></p> <p>O'Brien, B.A., Mansfield, J.S. and Legge, G.E. (2005). The effect of print size on reading speed in dyslexia. <i>Journal of Research in Reading</i>, 28, 252-268 <a href="https://doi.org/10.1111/j.1467-8817.2005.00273.x">https://doi.org/10.1111/j.1467-8817.2005.00273.x</a></p> <p>Campolo, N., Yener, C. and Güverç, D. (2002). Effects of hue, saturation, and brightness on preference. <i>Color Res. Appl.</i>, 27, 199-207. <a href="https://doi.org/10.1002/col.10051">https://doi.org/10.1002/col.10051</a></p> <p>Manou, Beny. (2015). A Research on Light/Color Perception: Can Visual Images Be Used Instead of 1/1 Model Study for Space Perception?. <i>Psychology</i> 04, 711-716. <a href="https://doi.org/10.4236/psych.2015.49101">https://doi.org/10.4236/psych.2015.49101</a></p> <p>Phillips, W.L. (2019). Cross-Cultural Differences in Visual Perception of Color, Saturation, Depth, and Figures. In <i>Cross-Cultural Psychology</i>, K.D. Keith (Ed.). <a href="https://doi.org/10.1002/9781119393448.ch13">https://doi.org/10.1002/9781119393448.ch13</a></p> <p>Zadra, J.R. and Clore, G.L. (2011). Emotion and perception: the role of affective information. <i>Wiley Cogn Sci</i>, 2, 676-685. <a href="https://doi.org/10.1002/wcs.147">https://doi.org/10.1002/wcs.147</a></p> <p>Carlson, C. C. 2018b. Integration of user-centric psychological and neuroscience perspectives in experimental design research. In <i>Experimental Design Research</i> (ed. P. Cash, T. Starikovskii &amp; M. Storgel). Springer.</p> <p>Carlson, C. C. 2014. Understanding human perception by human-made business. <i>Frontiers in Human Neuroscience</i> 8 (568), 1-4. doi:10.3389/fnhum.2014.00568</p> |              | <p>10. Ishihara C. Ishihara's tests for colour-blindness. Condon ed. Tokyo: Kanehara Shuppan, 1975.</p> <p>11. Adobe Photoshop [computer program]. Version 4.0. San Jose (CA): Adobe Systems, 1996.</p> <p>12. SAS [computer program]. Version 6.12. SAS/STAT User's guide. Release 6.03 ed. Cary (NC): SAS Institute, 1999.</p> <p>13. Guilford J.P. Smith PC. A system of color preferences. <i>Am J Psychol</i> 1950;72:487-502.</p> <p>14. Dyk L. Studies of color meaning. <i>Man-Environment Systems</i> 1970; 5:155-160.</p> <p>15. Washburn MF, Grosse DL. Voluntary control of likes and dislikes: the effects of an attempt voluntarily to change the affective value of colors. <i>Am J Psychol</i> 1921;32:284-289.</p> <p>16. Reddy TV, Bennett CA. Cultural differences in color preferences. <i>Proceedings of the Human Factors Society, 29th annual meeting</i>, 1985. p 990-993.</p> <p>17. Wijk H, Berg S, Sivik L, Svein B. Color discrimination, color naming and color preferences in 80-year olds. <i>Ageing-Clinical and Experimental Research</i> 1996;11(5):178-185.</p> <p>18. Granger GW. An experimental study of color preferences. <i>J Gen Psychol</i> 1955;52:3-20.</p> <p>19. Saito M. Blue and 7 phenomena among Japanese students. <i>Perceptual and Motor Skills</i> 1989;69(2):532-536.</p> <p>1. Birren F. <i>Color and human response</i>. New York: Van Nostrand Reinhold, 1978.</p> <p>2. Chevreul ME. The principles of harmony and contrast of colors and their application to the arts. Rev. ed. West Chester (PA): Schiffer, 1987.</p> <p>3. Munsell AH. <i>A grammar of color</i>. Birren F, editor. New York: Van Nostrand Reinhold, 1969.</p> <p>4. Itan J. The elements of color. Van Hagen E, translator. Birren F, editor. New York: Van Nostrand Reinhold, 1970.</p> <p>5. Guilford JP. The affective value of color as a function of hue, line and chroma. <i>J Exp Psychol</i> 1924;17:342-370.</p> <p>6. Ormerod G. A tool for measuring relative effects of hue, brightness and saturation in color pleasantness. <i>Perceptual and Motor Skills</i> 1982; 1:159-164.</p> <p>7. Eysenck H.J. A critical and experimental study of color preferences. <i>Am J Psychol</i> 1941;54:385-391.</p> <p>8. Helton H, Lansford T. The role of spectral energy of source and background color in the pleasantness of object colors. <i>Appl Opt</i> 1970;9:1513-1562.</p> <p>9. Campo z N. Effects of hue, saturation, and brightness on attention and preference [dissertation]. Ankara (Turkey): Bilkent University, 2000.</p> |     |

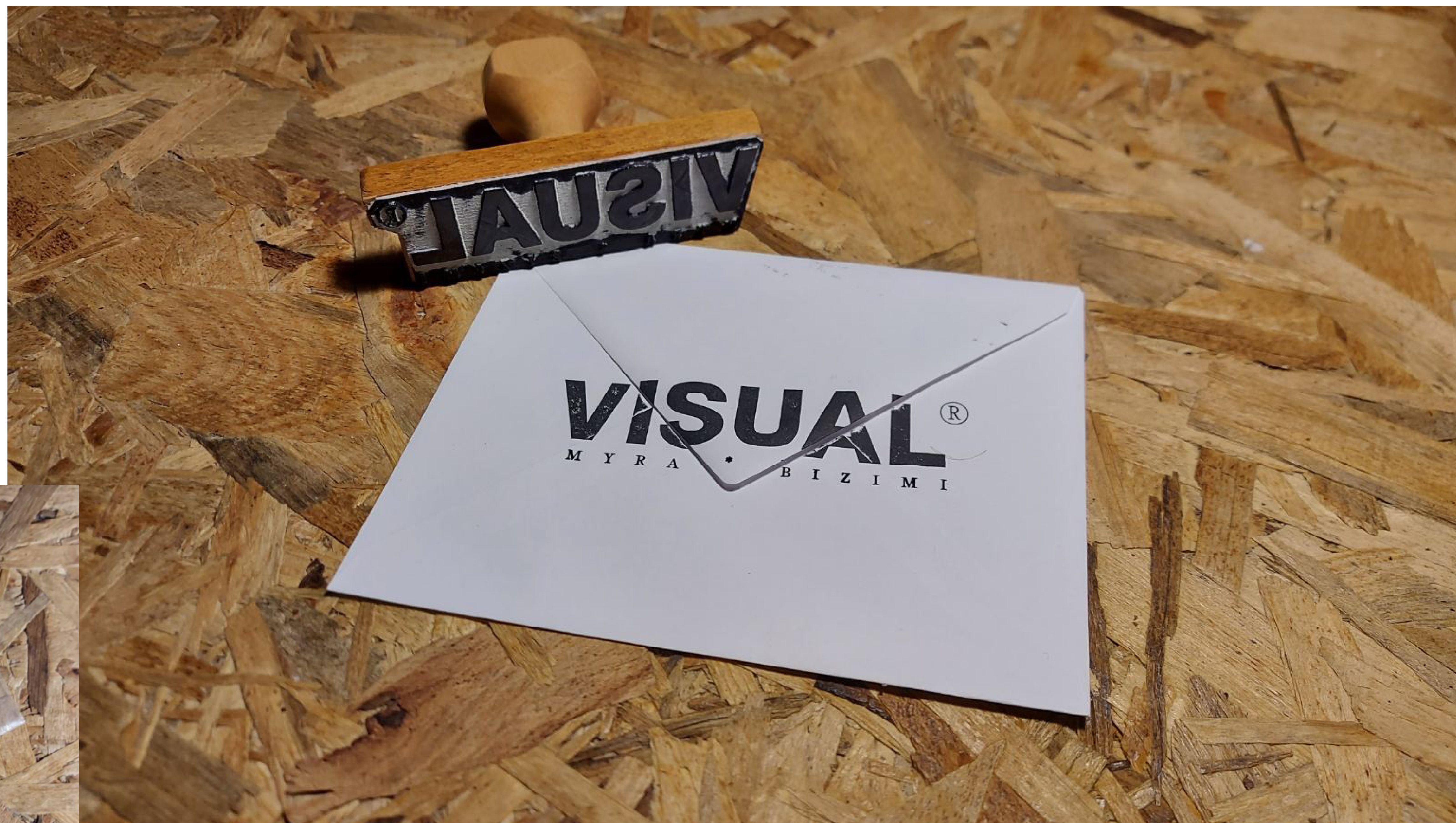
# ΕΦΑΡΜΟΓΕΣ

# ΕΦΑΡΜ





# ΕΦΑΡΜ



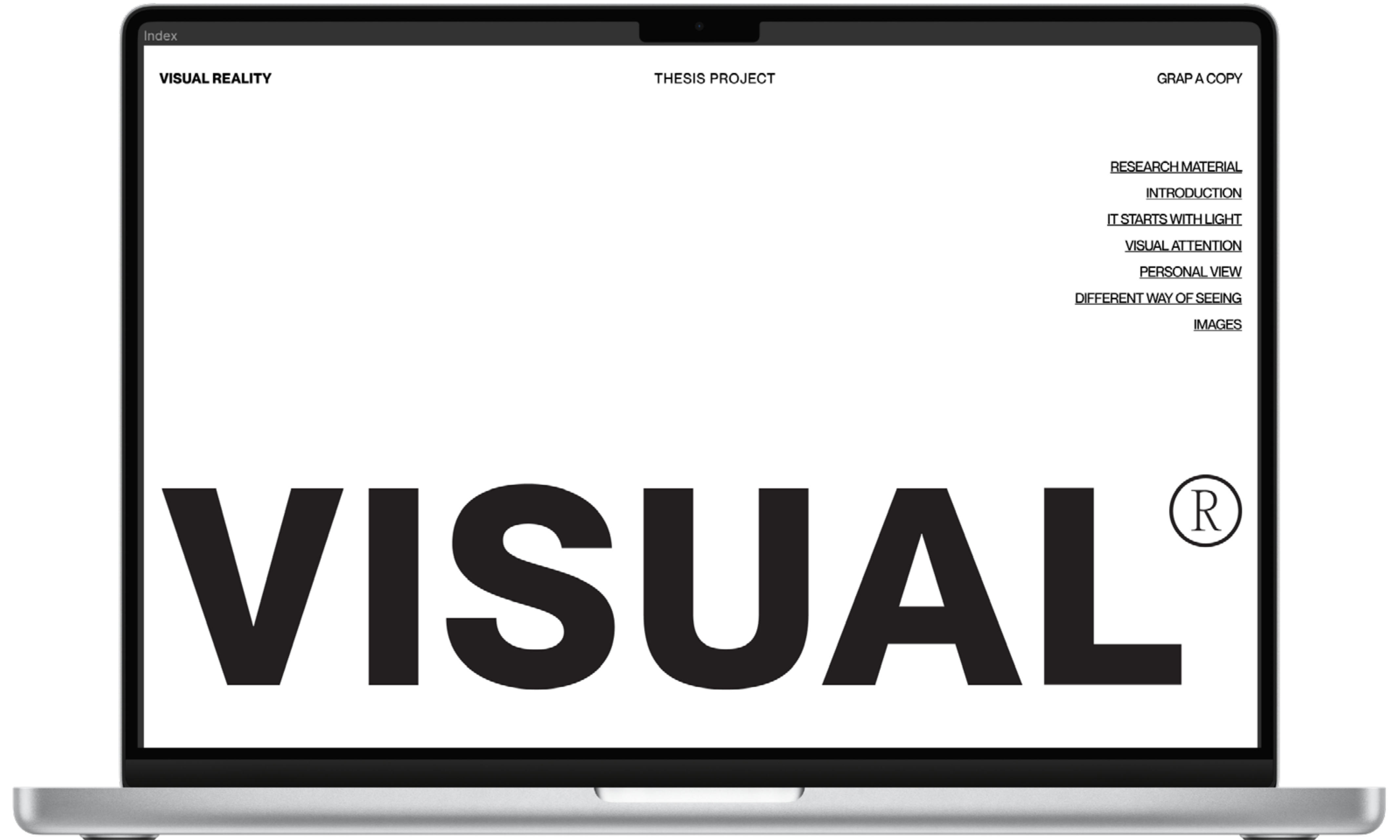
# POSTER

# VISUAL®

VISUAL REALITY \* COLLECTION OF STUDIES  
UNDERSTANDING VISUAL PERCEPTION AS A COGNITIVE ACTIVITY

← →  
ΠΑΡΟΥΣΙΑΣΗ ΠΤΥΧΙΑΚΗΣ ΕΡΓΑΣΙΑΣ ΜΑΡΙΑΣ ΜΠΙΖΙΜΗ  
ΕΠΙΒΛΕΠΟΥΣΑ ΚΑΘΗΓΗΤΡΙΑ ΚΑΤΕΡΙΝΑ ΑΝΤΟΝΑΚΗ  
ΤΕΤΑΡΤΗ ← → 09.03.2022 ← → 11:00<sup>PM</sup>

# SITE



# ΣΥΜΠΕΡΑΣΜΑΤΑ

Μέχρι τώρα έχουμε δει ότι η επικοινωνία συμβαίνει σε μια ποικιλία περιβαλλόντων, το καθένα με τη δική του γλώσσα, κουλτούρα και σημασιολογία. Με την κατανόησή τους μπορούμε να χρησιμοποιήσουμε αυτή την ποικιλία γνώσεων για να επικοινωνήσουμε πιο αποτελεσματικά.

Το design υπάρχει κάπου ανάμεσα στην τέχνη και την επιστήμη. Στην ερευνητική κοινότητα, το design ως αναγνωρισμένος κλάδος είναι σχετικά νέος. Όταν προσεγγίζουμε τη διαδικασία σχεδιασμού μόνο με την επιστημονική μέθοδο, το αποτέλεσμα δεν θα μπορούσε να είναι παρά μονόπλευρο αν όχι στείρο. Ομοίως, το σχέδιο δεν θα μπορούσε να υπάρξει εάν οι καλλιτεχνικές αξίες ήταν το μόνο θέμα, είναι απαραίτητο ένα μείγμα των δύο. Ο μόνος οδηγός σχεδιασμού είναι η διαρκώς εξελισσόμενη ανθρώπινη οπτική αντίληψη.

# ΜΕΛΛΟΝ

Στην προσπάθεια να κάνουμε προγνώσεις για το μέλλον, η γνωστική διαδικασία συνήθως ξεκινά με το παρελθόν, αγγίζει την παρούσα κατάσταση και προσαρμόζεται στο μέλλον για να προβλέψει. Καθώς ζούμε σε έναν πολύ ρευστό κόσμο, οι νέες τεχνολογίες αναδύονται πιο γρήγορα από ποτέ και επηρεάζουν κάθε πτυχή της ζωής μας, δεν μπορώ να είμαι πολύ καλά εξοπλισμένος για να προβλέψω τις εξελίξεις στον σχεδιασμό αλλά και με το ίδιο το βιβλίο μου. Ωστόσο, προσβλέπω σε μια πιο περιεκτική και διεπιστημονική προσέγγιση στις διαδικασίες σχεδιασμού.

ΕΥΧΑΡΙΣΤΩ!