

Exploratory Research on Architectural Methods in Analysing Urban Indoor and Outdoor Planning for Vibe-Space Design

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Abstract

The exploratory research in architecture deals with the three central dimensions of space quality: horizontal, vertical, and aerial components. Any internal and external functions of a unique end-user group in this research focus on the universal design. In any aspect of the age group, there are factors to consider where human sensorial is enhanced to experience the richness of flooring, walling, and roofing. Regardless of its natural looks and non-charming character, the locality of the space has a substantial influence. This research was conducted with three significant objectives: Firstly, to explore the current research methods from the current educational trend approach; secondly, to identify the best current trend approach. The third objective is to determine the best approach towards vibe-space design. In terms of methodology, this article employed document analysis, on-site analysis, precedent study and reflective analysis. The vibe-space design is supposedly validated using the best trend approach. Functionally mixed-use and living and amenity settings with personal space are the expected quality by universal end users. This high expectation of enhancement required extra detail regarding architectural methods in enhancing a high-quality Malaysian lifestyle for multi-ethnic aesthetics and economic balance. Therefore, this paper will share explorative research on the best methods to discover the vibe-space design and eternal ambience.

1.0 INTRODUCTION

There is a common scenario where architects or urban designers in practice and education are involved in explorative research to conduct, analyse, and share findings as a design proposal. However, explorative research in the practice has shown a significant difference compared to architectural education. The real-life practice has a shorter period. Hence, the design process is faster and simpler. The latest trend of design approach in the recent two years has shown a significant difference. In terms of the approach, it is either conventional or futuristic, generally workable in Malaysia and other parts of the globe. Before deciding to analyse any urban sites at the macro or micro level, there are prerequisites for a 'universal urban design framework' for most Malaysian designers (architects and urban designers with multi-disciplinary backgrounds). Zhang X. et al. (2024) systematically reviewed urban form generation and optimisation for performance-driven urban design. It is rare to find research that focuses solely on architectural research methods. Thus, this article aims to share the innovative blueprints of exploration research conducted in a selected location for architects and urban designers. Agkathidis A. et al. (2024) highlighted that the AI-assisted design approach where the new exploration research of design through curated prompts for utilising artificial intelligence as a generative form for finding a new toolkit in architectural methods in teaching and learning process as establishing new master plans, individual land parcels, squares, and streets is often called urban design framework.

1.1 The Development of Exploratory Research for Architectural Methods

Many scholarly, famous academic architecture and urban design authors have selected significant platforms in highly indexed journal websites and have compounded their recommendations to architectural methods and approaches. Groat, L. N. et al. (2013) explored the fundamental level of architectural research methods to share the research skills for education and practice purposes. The unique function of a vibe-space design in this study is to sample the critical age of end-user groups in applying the universal design approach. In many smart cities, that niche attracts many international tourists to urban tourism and recreation yearly. Even though this phenomenon creates global attraction and has accumulated high economic investment in those places, what do the owners get in return? Does this outstanding value and aesthetic home-feeling accommodation, supposedly categorised as commercialisation, impact the image and identity of their property?

Their architectural research methods were then strongly supported by Niezabitowska, E. D. (2018), which detailed the specific research methods and techniques in architecture at the preliminary stage, such as Site Analysis that involved on-site activity: Visual Observation, Digital Photo Documentation, On-Site Sketches, annotation and candid interviews with end users that the researcher found during their site visit. The common practice of those primary data collection methods was considered a classical approach. The most recent trend in architectural design in this era is utilising Artificial Intelligence (AI), using websites such as ArchiCPT to produce digital designs as part of the desktop analysis in the research agenda for the future built environment.

1.2 Explorative Research for Urban Site-Setting

In exploring the client's or funder's requirements, raw data must be briefly formulated at the design development stage of data collection regarding site data from the land surveyor and the pre-com plan from the civil engineer. The exact on-site geographical location, primary data collection, and experience are essential to evaluate the site analysis and are part of the procedure before pursuing the design stage. The instruments for this data collection were included in the digital photo and video documentation, on-site sketches, and candid interviews with end users found during the researcher's site visit—the surrounding adjacent site neighbourhood and panoramic views and vistas of the site context. The site study and analysis are conducted before and after the appointment as the architect oversees the development project. Jusoh, M. N. H. (2024) emphasised the need to bridge the gap between architectural theory and practice to valorise the role of site visits in architecture for urban environmental and engineering learning, especially in dealing with circulation and traffic in accessibility quality.

1.3 Unobtrusive Research: is needed for understanding the site context

Desktop analysis is independent research that does not involve human data collection and processing. With their enthusiastic spirit, architects typically conduct unobtrusive research activities, such as document analysis, content analysis, desktop analysis, and literature review, when they handle the projects at the preliminary stage. This is a classical method or procedure conducted by manual coding and categorisation.

Designers do these steps by scanning the local guidelines document to understand the basics, such as the regional local plan document known as the “Rancangan Tempatan”, which presents the local guidelines in terms of future planning of the city. This is the preliminary step when dealing with the assigned project.

On the other hand, academic and architects usually conduct a systematic literature review using available software such as NVivo and Mindmaps and manage their reference using software such as Zetero (Zotero), End Notes, or Mendeley. Conducting it through a Systematic Literature Review (SLR) to review the documents from various secondary data is also possible. Shahin M. et al. (2014) discussed a systematic review of software architecture visualisation techniques. Other authors, Yutia, S. N. et al. (2024), discussed the Trends in the bright city society in the conduct of Research and Artificial Intelligence (AI). Methods for Steganalysis Systematic Literature Review supports this. Kwok, T. C. et al. (2024). Unobtrusive interaction: a systematic literature review and expert survey. This means that human-computer interaction is part of the research exploration at this edge of the post-millennium. The unobtrusive research in the urban centre of the site location widens the architecture job specification. With or without urban design skills and knowledge, the following Urban Design Framework and Urban Design terminology shall be mastered and applied.

1.4 Obtrusive Research for interaction and integration

The understanding of the principles of the 7th principle of Responsive Environments and Cuthbert, A. (2011) curated the information on the understanding cities: method in urban design. The on-site data collection and analysis require the research architects to interact with various parties involved, including the developer consultants and the local authority’s management. Jiang F. et al. (2024) supported the systematic generative urban design in a systematic review of the issue and problem statement formulation.

They suggested that the design-generating elements extracted from the creativity of urban designers through public forums and town hall exercises would help urban citizens make decisions. It is quite common in practice in many city authorities before the big-scale or macro development.

1.5 Architectural Research Methods from On-Site Analysis

This research has selected the smart city of Cyberjaya as the site study due to its modernity as a multimedia super corridor city (the one and only) in Malaysia. The nature of this city is futuristic, with a simple and functional smart city. With the approach at the macro level in terms of the external planning system, architects or designers are used to apply the site visit approach. This is a standard step for on-site analysis, especially if the site has an intelligent system using a smart city approach. This unique characteristic aims to protect buildings from natural and cultural deterioration. In managing the smart city, apart from smart city assessment buildings, any unmaintained and unmanaged property that caused visual nuisance was seized or sold to interested stakeholders. Active shopfronts remain open as usual and are offered to upgrade shop fronts for more vibrant activity. Still, innovative city development, all existing buildings, and some more all have a maximum age of twenty-seven (27) years old only for Cyberjaya.

1.6 Personalisation – The Experiential Vibe-Space Quality

Strategies for evaluating the ambience or vibes of the three-dimensional components of Revitalization Attributes are available. Designers deal with these components, either indoors or outdoors. Samadi Z. et al. (2018) discussed the toolkit for evaluating the revitalisation attributes to ensure that the end users experience the aimed theme, vibes, or ambience of any specific positive spirit. This study uses this method to analyse the Vibe-Space Quality assessment.

2.0 THE MATERIALS AND METHODS

2.1 The Research Design

The collective explorative research in this article requires gathering materials from the unobtrusive and obtrusive research in the architectural treasures. The step-by-step process of extracting information from the past (classical approach) to the recent 2025 has shown significant changes with the development of artificial intelligence technology. The following figure demonstrates the research exploration, which is a typical trend in terms of design.

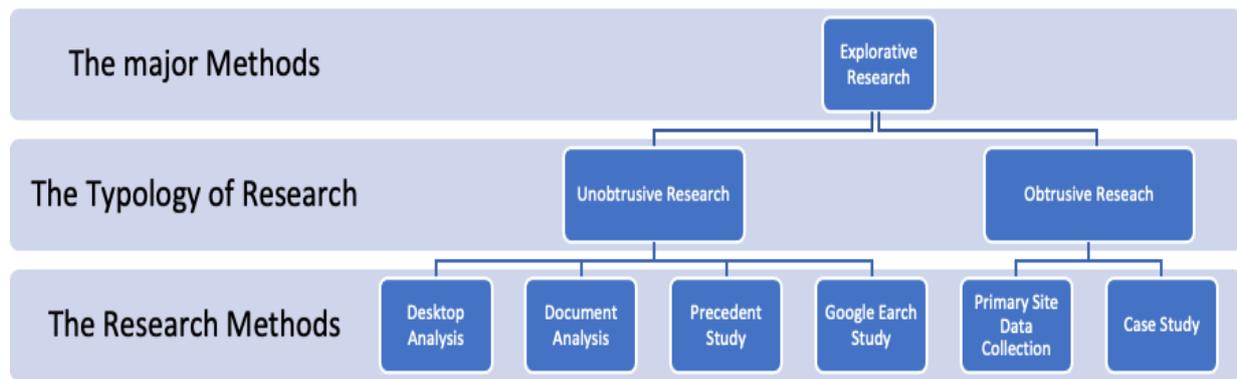


Figure 1. The Research Design: Materials and Methods in Explorative Research

2.2 The Experimental Research Site Study Method

An intelligent system in a smart city approach aims to protect buildings from natural and cultural deterioration. In managing the smart city, apart from assessing existing buildings, any unmaintained and unmanaged property that caused a visual nuisance was seized or sold to interested stakeholders. Commercial buildings which are newly designed correctly and maintained, and active shopfronts remain open as usual and are offered an upgrading grant. Kogan N. et al. (2014) shared the exploratory research on the success factors and challenges of Smart Cities in Southeast Asian countries.

Recent research on both streets found that the mixed-use building owners or caretakers (either newly owned or inherited property) have multiple intentions regarding their properties. This is due to image and identity conflicts that make them make at least an acceptable decision to maintain a specific city standard of a multi-media super corridor city. These findings are based on the face-to-face interview processes, but the oral statement is justified through the visual assessment of the revitalisation. This was done on the building frontages, indicating the active commercial blocks. They have their principle regarding the future of their property: keep it 'for future higher purchase demand'. Unfortunately, several conserved buildings were left unoccupied after revival processes were accomplished after their purchase in 1997. Commercialisation will adequately design those buildings and act as a catalyst to generate their embedded economic, environmental, and social benefits.

2.3 The Urban Design Framework – Assessment Tools Method

The Urban Design Framework is the sequence of steps, which includes three significant preliminary interrelated steps, the research type, and the instrument used, which was initially prepared through qualitative research. The first and fifth steps are on-site implementation for primary data collection. Responsive Environment Bentley, I. et al. (2013). The first three qualities deal with the strategic location of a block with high accessibility. The block massing shall be of a Permeability quality to allow a certain degree of permission for public and private programs in the external and internal planning. Legibility is on the degree of the block's façade and/or corner; it has landmarks, nodes, or edges and offers a specific identity to advertise the business's offer to boost customers. The fourth quality concerns the exact function dedicated to a particular lot within the block. The Robustness quality concerns adaptability and the ability to change function without changing the whole building structure. Visual Appropriateness is the quality of the visual-harmonious balance of the new building within the urban context in accommodating specific functions. The richness of materials, texture, and colour determines the architectural style, the era of the built creation, and the personalisation quality, which is the human ability to create a private space within the public space. The following table shows the sequence of steps, which includes three significant preliminary interrelated steps, the research type, and the instrument used. The first three steps were initially prepared through qualitative research. The fourth and fifth steps involve on-site implementation for primary data collection.

Table 1. Urban Design Framework as Suggested by Responsive Environment Strategy

Urban Design Quality	Description of Urban Design Quality	Data Collection Instrument
Accessibility	Degree of permission for public and private access at the ingress and egress	The on-site on-site with vehicular access and on-street as pedestrian primary data collection
Permeability	Degree of permission for public and private programs	The on-site block or massing exterior as public and as private program and function
Legibility	Degree of the façade and/or corner of the block in terms of observatory	The on-site visit and visual assessment to check the arrival process of navigating to reach the place
Robustness	Degree of allowable change to meet current needs	The architectural and interior planning flexibility and durability
Visual Appropriateness	Degree of visual balance and harmonious balance to viewers	The visual assessment in terms of physical and visual comfort
Richness	Degree of detail and intricacy of material, colour and texture of finishes	The visual enjoyment and celebrate the depth of intricacy design of facade
Personalisation	Degree of privacy within public space to offer private program	The experience and the psychological reflection on the space ambience or vibes

2.4 Architectural Research Methods Based on Precedent Study

The architectural method analyses a similar function of building well regarding accessibility and quality, which links place to place. The past and completed schemes of similar planning scales were analysed to learn and inspire the new proposal. For this project, the research is motivated by the Smart City Programme, Main Street Programme, and Great Street Synergy organised by the Street Committee. The initiatives aim to revitalise historical or local residential or regional approach areas and lifestyles. For instance, most programs are conducted by major cities in the United States and state authorities. Other parts of the globe, such as New Zealand and Australia, have similar programs for revitalising their main streets. The primary purpose of the Heritage Street program was to improve all aspects of tangible and intangible heritage, ultimately benefiting the street as a Great Street. Based on the architectural research by Groat, L. et al. (2013) in their Architectural research methods and also by Bringolf, J. (2011) on the aspects of Barriers to universal design in housing, Sheta, W. (2024).

2.5 Architectural Reflective Analysis

Years of education and research in sustainable architecture have inspired designers to design at all elementary levels. Where do we stand, and where do we go? Of course, research methods have evolved from manually drawn drawings to AutoCAD, SketchUp, and Revit drawings, which present the explorative research findings as presentation drawings to communicate ideas. However, a Reflective Analysis was also conducted using a quantitative measure to analyse the physical and experiential scale of the space's three-dimensional attributes.

Table 2. Physical Attributes of Vibe-Space Design

[PHYSICAL ATTRIBUTES] ASSESSMENT CRITERIA.	RESULT	Total Result
	Percentage [100(%)].	
Urban Neighbourhood Context	8.8	17.6
Complete Amenity: Post Office, ATM and Public (Mussola and Ladies/Gents).		
Street Furniture resilience design. + Outdoor Creative kiosk design + Maintenance free, safety + surveillance.	6.0	
Active Economy Activity + Vibrancy	1.2	
Digital Connectivity: Wireless Network + Unlimited Communication.	1.6	
Vertical Components		17.6
Building Façade	11.2	
Active Shop front. Aesthetic value, colour, Façade Attractiveness. materials and finishes. Re-adaptive usage-highly maintained		
Signboards and legibility Interactive Info and Way finding Signage.	3.2	
Hygiene and healthy.	3.2	
Aerial Components		2.4
Decorative Elements + Cultural	2.4	
Festive seasonal mode +Aura.		
Horizontal Component		
Accessibility + connectivity. Street sustainability +Traffic calming system for vehicles+pedestrian.	8.0	24.8
Tropical approach covered walkway for pedestrian friendly + universal design	4.0	
Outdoor living room: outdoor furniture resilience material.	3.2	
Active landscape: interactive floor, decorative trees, fountain.	4.8	
Programmed activity (commercial and constructive activity). Positive Lifestyle + behaviour	2.4	
Appropriate Density: (1-5 person standing/100 sq ft area).	2.4	
TOTAL	62.4	

Table 3. Experiential Attributes of Vibe-Space Design

[EXPERIENTIAL ATTRIBUTES] ASSESSMENT CRITERIA.	RESULT Percentage [100 (%)].	Total Result
Urban Neighbourhood Context		21.6
Celebrative Mood - Richness and Appropriateness.	3.2	
Pamper Services and Amenity.	2.4	
Lively and Active Environment.	2.4	
Personal Comfort.	3.2	
Ontological security.	2.4	
Robustness and Flexibility.	3.2	
Economical activities -attractive magnetic anchor tenants.	2.4	
Virtual Connectivity.	2.4	
Vertical Components		8.8
Legible Info-Advertisement	0.8	
Natural Air - Cross Ventilation and Lighting Quality of Outdoor Lifestyle.	2.4	
Harmonious Balance and Visual Attractiveness.	3.2	
Intricate Detail Visual Richness + Value (personal, heritage, knowledge).	2.4	
Aerial -Aura Components		15.2
Home and user-friendly feeling and freedom.	3.2	
Local identity with cultural-vibrancy.	2.4	
Tropical and Asian Themed Environmental Identity.	2.4	
Positive , Celebrative and Healthy Aura.	2.4	
Spirit of joy and positive feeling.	2.4	
Sense of relief (mind and soul) + Freedom	2.4	
Horizontal Component		16.8
Active Street Shop fronts and outlets.	3.2	
Guided heritage-walk connectivity	0.8	
Interactive Info and Signage.	2.4	
Legible way finding, information and advertisement.	3.2	
Legible Connectivity and Accessibility Network.	2.4	
High mobility, Safety and Linkages.	3.2	
Sense of Local Identity: Antique, Authentic, Unique.	1.6	
TOTAL	62.4	62.4

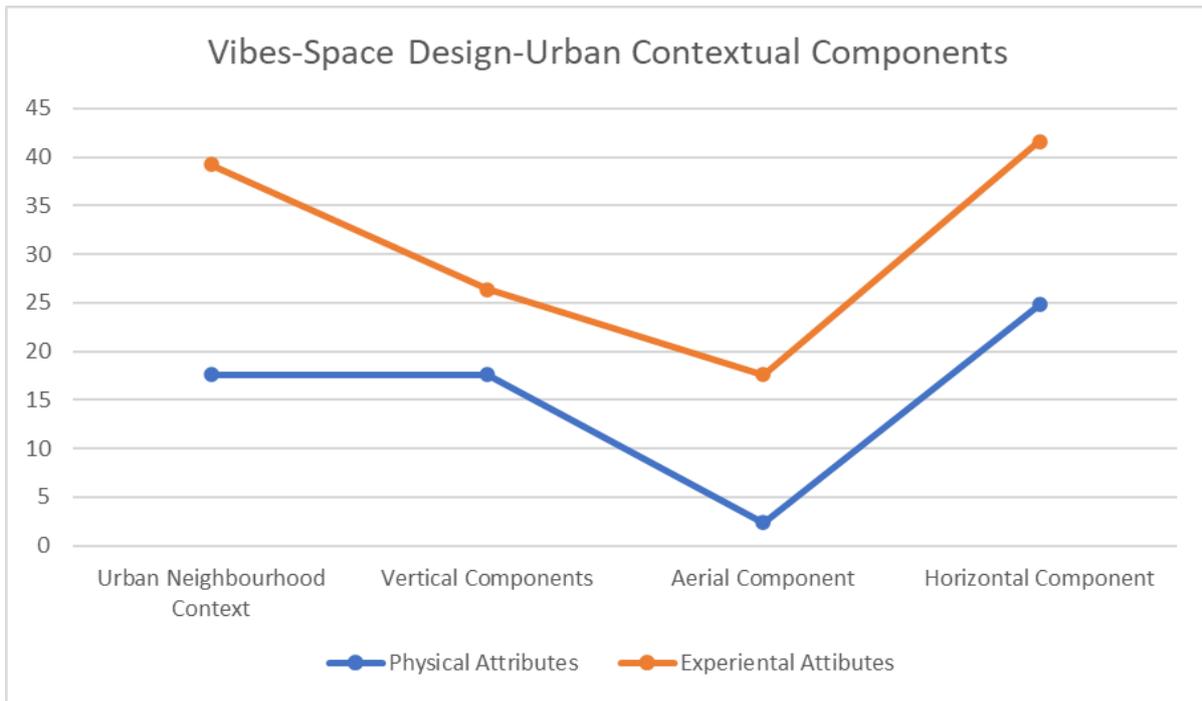


Figure 2. Vibe-Space Design – Contextual Components

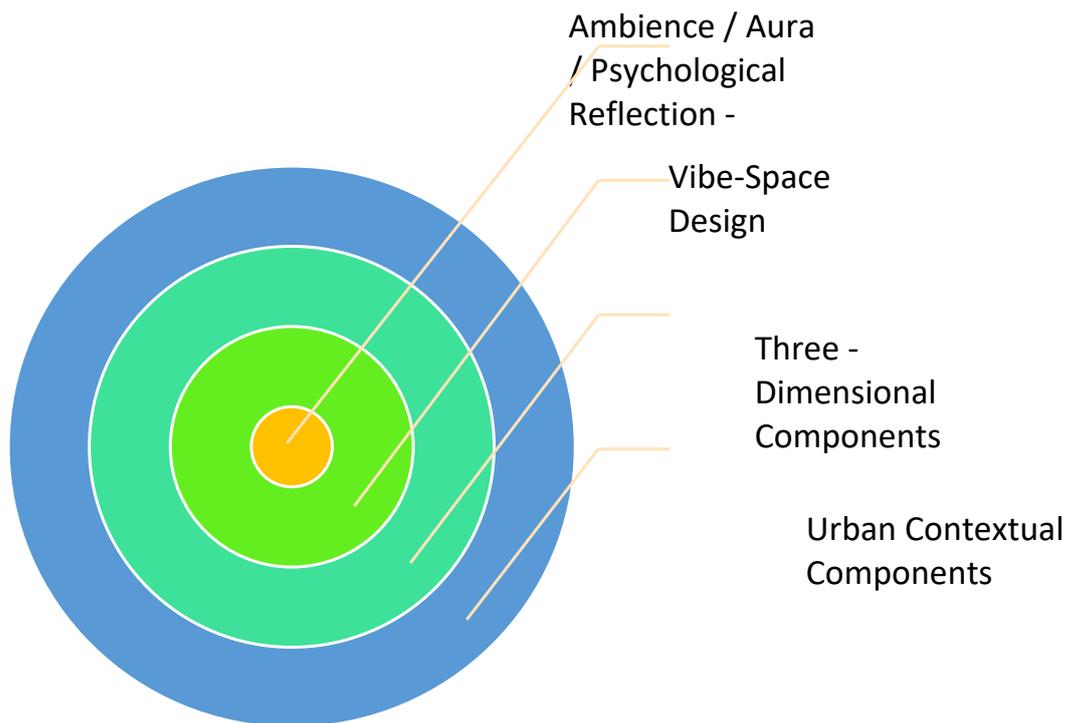


Figure 3. Vibe-Space Design – Urban Contextual and Components Relationship

The result of the evaluation of the VSD Toolkit, which was tested in this research, consists of two main sets of evaluated assessment criteria: physical attributes (PAe) and Experiential attributes (EAe). The design of fifty items is listed in the complete Experiential Attribute (EA) Toolkit, as presented in **Table 2** and **Table 3**. Both tables are the final (RA) Toolkit of physical and experiential attributes. The same principle was applied to the evaluated Experiential Attributes Assessment Criteria (EAe), which combined deductive elements from literature review analysis and the former research on the architectural method revitalisation, which was tested and rated through on-site testing results.

Table 4. Vibe-Space Design (VSD) Score

The Vibe-Space Design Assessment Score [%]				
[1].	[2].	[3].	[4].	[5].
[1-20]	[20-40]	[41-60]	[61-80]	[81-100]
Very Low Vibes-Basic	Partially Vibes Experience	Fairly-Feel the Vibe	Well-Feel the Vibes	Highly Feel Vibes

Table 4 presents the summary of processed data from the interviews by the researchers, in which the maximum score provision is 125, equivalent to one hundred per cent. Finally, the average score of the VPD (VPD_{av}) of Jalan Ceria, Cyberjaya was finalised with the total summation of the evaluated Physical Attributor (PA_e) and the summation of the evaluated Experiential Attributor (EA_e): (RP_{av}) = $\sum (PA_e) + \sum (EA_e)$. The RP_{av} score value for Jalan Ceria is [62.4(%)], and the Vibe-Space Design is graded as [4] in terms of full experiential, where the end users may feel the dedicated vibes for the place. The mathematical formulation of the average VSD Performance is shown below:

$$(VSD)_{av} = 1/2 [\sum (PA_e) + \sum (EA_e)] \quad [1]$$

Table 5. Sequence of Methods Towards reaching the research aim: Vibe-Space Design (VSD)

Sequence Of Methods of Explorative Research Towards Vibe-Space Design (VSD)				
1	2	3	4	5.
Vibe-Space Design Attributes	Selection and Categorisation of VSD Attributes	Constructive factors: VSD factors	Testing the VSD	Evaluation of VSD Scoring

2.6 The Generative Urban Design Method

Table 6 shows a sample of thematic codes using manual coding related to the urban scale and the immediate context within the metropolitan space. Goodrich (2017) highlighted the creative city through creative city cultural policy and creative city making due to placemaking, and Hodson et al. (2014) brainstormed the future town after achieving a sustainable city. The most current Artificial Intelligence (AI) technology, Jenny.AI, is an AI platform that can summarise, categorise, and create a thematic code according to the prompt.

Table 6. Thematic Digital Data: Vibe-Space Design (VSD)

Item	Research Topic	Authors	Theme
1.	The Routledge Handbook of Architecture, Urban Space and Politics,	Bobic, N., & Haghghi, F. (Eds.). (2024).	Urban Space
2.	Swedberg, R. (2020). Exploratory research. The production of knowledge: Enhancing progress in social science, 2(1), 17-41.	Swedberg, R. (2020).	Exploratory Research
3.	The interactive design strategy of Urban Public Culture Space: Exploratory research based on grounded theory: Introduction. <i>Cultura: International Journal of Philosophy of Culture and Axiology</i> , 21(2).	Zhang, J. (2024).	Urban Public Culture Space
4.	Informality-sustainable city nexus: The place of informality in advancing sustainable Ghanaian cities	Azunre, G. A., Amponsah, O., Takyi, S. A., & Mensah, H. (2021).	Sustainable City
5.	Urban service operator: making urban circulations of matter and energy legible in the digital age. In Handbook of Infrastructures and Cities	Mouton, M. (2024).	Digitization of Urban Circulation

2.7 Vibe-Space Design (VSD) Method

Vibe-Space Design (VSD) is the experience or ambience sensed by the multi-sensory senses of any human as the end-users of the space. The sensory-motor turns the space into a place through the shared experience of visuals, audio, taste, touch, and smell. The place is famed for its sense of place. Ferreira L. et al. (2024) have researched assessing the landscape of toolkits and frameworks for authoring tools for urban visual analytics systems. Whereas Olodeoku, M., et al. (2024), are concerned with exploring universal design principles in the built environment to ensure that the best vibes are considered for end-user accessibility with a user-friendly approach. On the other hand, the researcher Danish, M. et al. (2025) expressed their focus on the citizen science toolkit to collect human perceptions of urban environments using open street view images. The conventional or classical approach is still valid with the current trend in managing design works. Still, the incoming technology of Artificial Intelligence needs to be celebrated and controlled simultaneously at a balanced level.

Yuliani S. et al. (2025) highlighted the aspects of green architecture in sustainable tourism development in a case study in Laweyan, Indonesia. The approach was based on community participation in providing authenticity of space planning internally and externally in the planning system. The homestay approach was practised successfully in promoting heritage tourism. Inviting tourists to the original village setting has offered the original vibe space rather than re-making it in the urban setting. The tourists sense the authenticity of the space, and they enjoy the activities of the village, such as fishing, planting and cooking. In most villages, the activities are shared amongst the villagers. They have a shared space to perform collective cooking activities. Each villager feels a sense of togetherness, as do the tourists. This experience will be remembered forever if it touches the heart of the tourist. The lifestyle of the villagers is more relaxed because they do not deal with time constraints. This experience creates a more comfortable lifestyle and has a healing effect on the guests.

3.0 RESULTS

The following table presents the overall research conducted with the exploratory research by most practising designers in the role play as architects and urban designers. The obtrusive and unobtrusive research is undertaken without difficulty in collecting and analysing data. The design process is quite simple since the practice between the architectural educational process and practice is almost similar. The design process stage is practically identical, but the extended part is on the submission, tender and construction documentation. Exposure to fire-fighting regulations, water supply, and energy distribution merely minimises consumption through a passive energy approach. The research on optimising passive cooling and passive lighting is highly encouraged to ensure energy optimisation. The specific principle and functional space are curated to meet a particular client's requirements, which is more essential. Therefore, the vibe-space design shall be at the preliminary design stage. The preconceived design idea shall be prioritised to have the design intention and rationale in the urban design development by architects and urban designers.

Kohale et al. (2025) highlight the aspects of design exploration in the age of digitising space in the virtual world. The actual city and virtual city are similar in city planning. Still, the end users are significantly different from risk-free players in terms of their physical resilience when taking physical challenges. Architecture in the digital age addresses a contemporary architectural practice in which specific design processes are skipped and not completed without human scale. Even though Renganathan et al. (2024) and, where possible, the Pre-Occupancy Evaluation of Affective Experiences in Building Information Modelling is one of the latest systems, the human scale and anthropometric study are factors that support human comfort, which promotes human positive vibes and ambience within the urban environment.

Table 7. The Research Framework: Vibe-Space Design (VSD)

Item	The Research Objective.	Typology of Research	Methods
1	The identification of the definition and principle of explorative research on a specific aim. A literature review on the available architectural methods The outcome of the analysis is a list of VPD criteria or attributes.	Qualitative Research. (Unobtrusive).	Document Analysis.
2	The Identification of the Architectural Research Methods A literature review on the classical approach in architectural education approach in the design of specific project	Qualitative Research. (Unobtrusive).	Document Analysis.
3	The identification of a list of indicators of urban design attributes. The aim is to refine the attributes of successful criteria in terms of ranking upon completion of data collection.	Qualitative Research. (Unobtrusive).	Document Analysis.
4	The establishment of a list of indicators of three-dimensional attributes of Vibe-Space Design. The aim is to refine each assessment criterion in terms of completing each component to successfully construct the vibes or ambience of space design	Qualitative Research. (Unobtrusive).	Precedent Study
5	The evaluation of physical and experiential attributes of successful criteria of Vibe-Space Design by researcher. The processes include adding or omitting to improve the initial list of revitalisation and human comfort as indicators of successful attributes.	Qualitative Research. (Unobtrusive).	Reflective Analysis. [Ranking].

4.0 THE RESULTS DISCUSSION

De Beer, S. (2023) highlighted that city-making has to prioritise space and spirituality by giving the example of a community-based Urban Praxis with reflections from South Africa. The research enhanced the significance of creating a city with a cultural heritage approach rather than any external culture and lifestyle. Samadi Z. et al. (2024) discussed how the stimulating factor in architectural education is a heritage transfer from the matured (in design skills), which can be transferred by generating human understanding and criticism sessions with professionals. The sessions have the capacity for form-generating and personal experiments on form-making in the design studio. Throughout an interactive session, a neuro-aesthetic built form can be generated within the given urban setting. No one in this world loves to be disregarded in the decision-making process. Therefore, every single end-user, with or without a physical barrier, shall be included in the decision-making process.

On the other hand, Agkathidis A. et al. (2024) applied AI-assisted design by utilising artificial intelligence as a generative form-finding tool in architectural design studio teaching psychological reflection, for achieving the desired space-vibes, a high-quality design and functionally-experiential or space spirit. Besides that, idea and approach, the conventional method by Swails, J. A. (2019) shared the experiential approach as a moderator of the impact of a positive mood induction procedure, which showed that the three-dimensional component's characteristic can influence eternal human feeling and behaviour. In conclusion, the evolution of architectural research methods has developed over time. The only limitation is the level of acceptance by the educators, practitioners, and learners.

5.0 CONCLUSIONS

This paper shares the emotional intelligence characteristic of architects and urban designers, as it represents the core attitude of caring and loving designers. Without the significant character embedded amongst designers, there will be a void in the number of excellent efforts towards achieving social responsibility in achieving the Sustainable Development Goal (SDG). Mansell P. et al. (2020), in interpreting the aspects of sustainable development goals at the organisation and project levels, shall not just fulfil the macro level of development, such as at the master plan, but must continue to the architectural level, where the end-users can experience the vibes of space. The universal design is part of the agenda of caring character that embeds quality of life for all people regardless of gender, ethnicity, demography, and geographical location, regarding the ability and adaptability of functions. We all require physical and emotional support to move on and perform until the end of our time, as highlighted by Fitcher, J. et al. (2017). Creating sustainable cities one building at a time: towards an integrated urban design framework. The liveliness of the celebrative and positive moods in the selected street highly depends on its physical, economic, and social activities and how creative its end-users are in occupying the outdoor space. However, appropriate outdoor settings and props are required to create an innovative urban environment through street revitalisation and enhanced vibe-space design. Nowadays, the vibe-space or the ambience approach has various choices, whether on space vibes, futuristic vibes, cultural vibes, or heritage vibes, which are standard. The application of the vibe-space design is not limited to internal planning but also external planning applications.

In designing the interior space planning, the program and activity internally are based on the types of activity, duration and number of end-users involved. The repetition of the activity also plays a significant role in configuring the sequencing of spaces. The floor area requirements depend on the end-users versus the technical aid and machinery energising the activity. Either it is a robotic or manual operation in terms of activity. The building program shall include the daily routine, weekly activities, monthly routine, and annual events, such as the festive season. Of course, the area and volume matter in the internal planning. Internal and external planning also have a two-way relationship. It needs to be addressed in the design strategies.

The external planning of the building shall begin with the massing study, where the two-dimensional space is converted into volume, and the space area for activity is multiplied by the height of the space. That makes the volumetric study. The variation of the volumetric study is called the massing study. During the design process, the massing insertion into the accurate site will influence the volumetric mass insertion at the exact site. The number of options plays a vital role in the design process before the final decision in the massing study. Not skipping this process may lead to failure corresponding to the urban site setting. This process has been made simpler with technology or AI-assisted design. That is the main reason why the space between buildings is more meaningful. The public prefers the vibe space because end-users are the living actors within the space that architects create. Therefore, a positive vibe may contribute to a positive lifestyle and vice versa. A positive space promotes a positive lifestyle for the citizens to attract more economically driven activities, such as urban tourism.

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