

Title of Thesis Project: Home Away from Home

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The first inhabitants of Mars will be captured by the hostile environments` challenging conditions, thus, human-friendly ***living &working habitat*** becomes crucial. So as to achieve successful mission, it is important to put the *psychological and physiological well-being of the crew* in hostile environment.

This thesis is experimenting with the idea that, as architects we could design senses, emotions, feelings and moods in the space by putting human factors into the center of the design and making the essence of it to increase the habitability on Mars and as a result, create home feeling on another planet.

The thesis is seeking answer to the question of “How to translate complexity and variety we find in nature for the well-being of the humans to prevent spatial boredom and monotony for the intention of creating home feeling on Mars?”

The thesis is highlighting the spatial boredom and monotony and sensory deprivation problems and experimenting with the design of the spaces while keeping these problems in the mind for the psychological well-being of the human life.

To prevent spatial boredom and monotony, the design is creating various work and living spaces in terms of being seen and not being seen; to see and not to see. Creating complex and unpredictable, yet playful circulation to enrich the long term spatial experience. Sense of surprise and variation in spatial qualities in verticality and horizontality are highlighted through the creation of the differential growth algorithm based design which results as wrinkled and visually sensual spaces. Also, the curved walls are creating sense of borderless and impression of bigger spaces.

To highlight the sustainability and for logistic reasons, in situ materials is used and 3D printing is the construction method since it enables the creation of freeform designs. The extrusion based printing is creating haptic and tactile surfaces as a countermeasure for the sensory deprivation.