Table of content

Editorial / Małgorzata Kądziela

Perception and Experience

Three Tools for Sonic Rupture: Translating Ambiance, Biophilic Sound Design and More-Than-Human Listening / Jordan Lacey

Cities and Human Experience – the Touchpoints of Space Perception and Wayfinding Systems in the Communication Design Perspective / Kamil Olender

Heritage

Searching for Identity in the 20th-Century Lithuanian-American Food Exhibitions / Jurgita Senuliene

Landscapes

The Dilemmas of a Culturologist / Ewa Kosowska

Architecture

Through a Machine Lens: Case Studies of Computer Vision and Machine Learning in Design Methodology / Andrew Witt

Miscellanea

Perceptual Immersion, or What Computer Games Can Be Used for in Architectural Education / Justyna Szmel, Oliwia Jasicka, Klaudia Żubryk, Katarzyna Auguścik, Marta Kraczla, Krzysztof Marchewka