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## E D I T O R I A L

In our ongoing commitment to delve into fresh viewpoints within the realm of architecture and the built environment, Volume 38 of the *EAR Journal* invited proposals questioning human-centred approaches. Amid serious concerns about the environment and in the aftermath of the pandemic, our call for *EAR38: Navigating boundaries: Architectures beyond human* received a significant number of thought-provoking inter-/multi-/trans-disciplinary contributions. These responded to our call through a variety of innovative approaches addressing several different themes. We decided to split these contributions between two issues along the lines of these themes. The first, published in December 2023, mostly reflects on the connection between the constructed environment and the realms of plant life. Its contributions open new lines of inquiry by complicating various notions of how space is experienced and practised through a post-human approach. It offers new insights and perspectives on how space at different scales (city, home, gallery) is conceived.

The second issue of *EAR38* delves deeply into the virtual environment, exploring its impact on spatial perception and construction. The contributions within this issue examine how technological advancements are used to create both physical and virtual spaces, as well as the behaviours demonstrated by both humans and non-humans within these immaterial environments. Through a critical review of the videogame *Stray* (about the adventures of a cat and its flying robot companion), Hamid Amouzad Khalili and Rui Ma explore non-human spatial storytelling across urban, architectural and interior scales, as well as character interaction challenges. Supported by comments from an interview with one of the game's developers and by detailed analytical drawings, the article explores videogame placemaking and the spatial design of fetch quests. Conceptualising Gaudí's La Sagrada Família as posthuman, Jaya Sarkar's article steps away from traditional perceptions of design and agency as a step towards an embodied and entangled architecture of the famous basilica. The author explores how posthumanism enables new design methods to integrate with the cathedral's original ideas and addresses the process of materialising its architectural concepts amidst technological advancements, emphasising future sustainability and a pluralistic, hopeful architectural vision.

By studying photo-able urban green-blue spaces (UGBSs) across different cities, Weijing Wang foregrounds the transformation and role of UGBSs in shaping human-nature relationships in a digital era. The results reveal a predominance of water-related subjects in photogenic UGBSs and a positive association between social media photographs of UGBSs and subjective well-being in high-income contexts, providing global evidence of how aesthetic

appreciation of urban nature impacts human well-being. Finally, Jean-Michaël Celerier and Alice Jarry's paper investigates the interplay between computational and material processes in their research-creation project, [recapture]. It delves into the interplay between computational and material elements in addressing atmospheric pollution, examining how technical objects and material aesthetics can engage with the invisible materiality of air. Through a blend of critical and bio-design approaches, the project explores the concept of 'filtration' to create new alliances between technology, materiality and the urban environment, investigating the affective properties of air and its spatio-temporal dynamics.

The diverse array of contributions featured in the latest volume of *EAR* underscores our dedication to exploring innovative perspectives within the realm of architecture and the built environment. The articles in its two issues reflect on the evolving relationship between human-made structures and natural ecosystems, as well as the influence of virtual environments on spatial perception and construction. Through insightful analyses of projects like the videogame *Stray* and Gaudí's La Sagrada Família, along with investigations into urban green-blue spaces and research-creation endeavours like [recapture], the journal advances discourse on post-human approaches to design, emphasising the dynamic interplay between technology, materiality and the environment. We are excited to continue fostering interdisciplinary dialogue and pushing the boundaries of architectural discourse in future editions of the *EAR Journal*.