

Fig. 7. Algorithms as it should exist through research operations (crystalline evolution). The processes of variation, recombination and selection on the basis of fitness underlying most processes of evolution and adaptation.

IV. FUTURE WORK

The knowledge cube could be implemented to be in the form of a software application which could be developed to include an additional cube dealing with elements of cultural heritage, that have a close and an integrated relation with the formation with that style of architecture in the first cube. That could enhance the way we understand the architectural heritage of a specific civilization.

This second cube will give the chance to an easy link between any architectural object and most of the surrounding environment which was acting and reacting with that architectural heritage in its spaces and details.

The knowledge cube could also be useful in e-learning, especially with the addition of the cultural heritage cube that would enable a comprehensive way of learning besides giving a deeper analysis and understanding to the various aspects "Fig. 8" that forms and reforms any civilization.

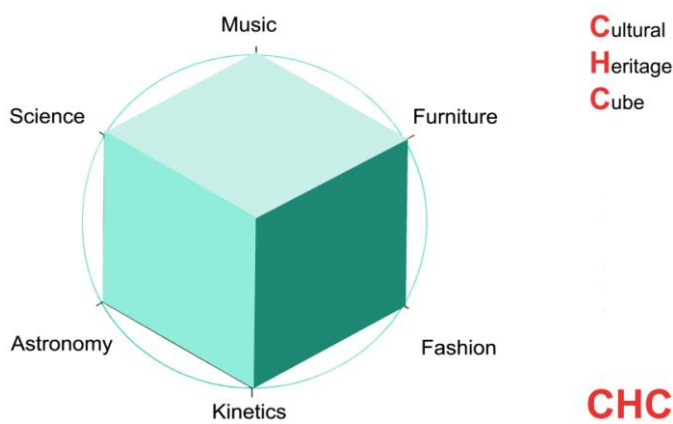


Fig. 8. Second cube dealing with elements of cultural heritage.

V. CONCLUSION

The use of three-dimensional displays and interaction devices to explore real-time computer-generated environments" that provides a structure through which new technical, aesthetic, and scientific standards can be defined and implemented, and whereas to represent the long-termed socio-cultural and environmental developments.

Ontologies together with epistemology will play an important role in the Semantic Web which is an extension of the well-known World Wide Web. In the semantic web, ontologies provide a shared understanding of a the multi-disciplinary extended enterprise including style, form design, historical background and a much more real definition of detailed characteristics of this interactive knowledge. The knowledge cube could re-address key theoretical issues (e.g. „formal knowledge“, „models“, „representation“, etc.) that preoccupied the design community of that generation, and also re-address the process of „the trans- valuation of values“. This could also resolve the missing integrative vision of culture as a phenomena concept within the existing ontologies. In this case, trans-valuation will take the form of a characteristic reinterpretation of root concepts that have been central to that previous theoretical discourse. Histories are also a rich source of material for learning. Previous stored cases can be used as a basis for abstraction or analogy, while cases with common similarities may help synthesize generalized knowledge.

Regardless of what might be the particular formal vocabulary, syntactical and formal knowledge is strongly accepted as a foundation of design pedagogy in architecture. Beyond the exploitation of digital media as tools, the relation between digital design and digital design models as a form of architectural knowledge has begun to emerge as a significant ideational resource for design and design education.

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