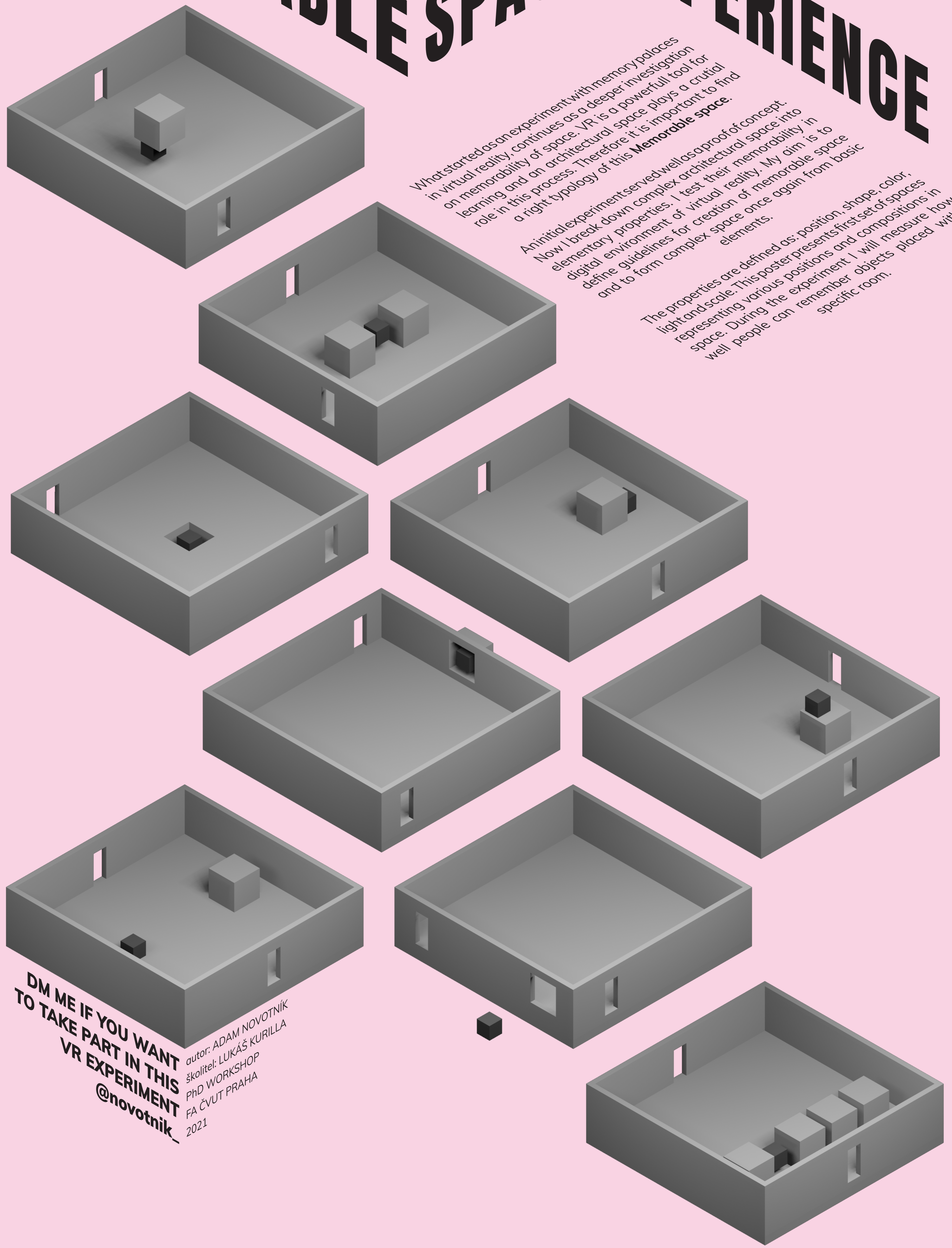


# MEMORABLE SPACE EXPERIENCE

What started as an experiment with memory palaces in virtual reality, continues as a deeper investigation on memorability of space. VR is a powerful tool for learning and an architectural space plays a crucial role in this process. Therefore it is important to find a right typology of this **Memorable space**.

An initial experiment served well as a proof of concept. Now I break down complex architectural space into elementary properties. I test their memorability in digital environment of virtual reality. My aim is to define guidelines for creation of memorable space and to form complex space once again from basic elements.

The properties are defined as: position, shape, color, light and scale. This poster presents first set of spaces representing various positions and compositions in space. During the experiment I will measure how well people can remember objects placed within specific room.



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