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Eat-scape: How the Understanding of the Relations Between Social and Spatial Qualities of Eat-Scape Leads to Impacts in Architecture and Urban Design

Eating is the fundamental activity that involves everybody every day; and the everydayness of it is powerful. The everyday actions are spontaneous and fluid, but through time they leave traces onto the physical environment, just like how archaeologist use artefacts tracing human histories, these traces are significant clues for architect and urban researcher to piece together the understanding of what is actually happening, what is the actual needs and preferences of these people in their everyday life in that locality.

Following this perspective, looking at the everyday eating can reveal the underlying structure and condition that shape city. The everyday ritual of eating connects people to places; and often these places reflect habit, value and culture of that locality. And this way of understanding the city life can lead to new understanding in city design¹ and new ways for reconnecting urban research and design with ordinary human and social meaning.

Therefore this research focuses on building the understandings of eat related activities to unveil how eating works as the 'ties' or 'connectors' for many aspects of the city life. And how these interconnecting relations between different modes of actors, actions, places and event have their impacts on the build environment forms the basic interest of this research. And the word that sums all these relations together is 'Eat-scape'.

Eat-scape is 'eat' and 'landscape' the landscape that composes of eat-related activities. The basic structure of Eat-scape is composed of the social aspects and the spatial aspects related to eating that connects through eating. Eating here is the tie that has meaning of two folds (1) as the means to the responds to physical need and (2) as the means to social interaction, both of these meanings are relying on 'food' as the actant between the two aspects. And most importantly through the designerly thinking lens in this research will particularly develop the stand point from architect and urban designer for developing design tools 'Eat-scape concepts'.