參考文獻

Abdelhameed, W (2004) Visual Design Thinking in the Design Process as Impacted by Digital Media, Digital Design Tools, 1: 90-94.

Aihara, K and Hori, K (1998) Enhancing creativity through reoganising mental space concealed in a research notes stack, Knowledge-Based Systems, 11: 469-478.

Archea, J (1987) "Puzzle-Making: What Architects Do When No One is Looking." in YE Kalay, (ed.), Computability of Design, Wiley-Interscience, New York, pp: 37-52.

Archer, LB (1964) "Systematic Method for Designers." in N Cross, (ed.), Developments in Design Methodology, Jhon Wiley & Sons Ltd, London.

Asimow, M (1962) Introduction to Design, Englewood Cliffs, New Jersey: Prentice-Hall.

Bimber, O, et al. (2000) A multi-layered architecture for sketch-based interaction within virtual environments, Computers & Graphics, 24: 851-867.

Britannica (2000) "Merriam-Webster Dictionary"

Chien, S-F (2002) Design Gaming, Designing Games - Learning Design through Game Playing and Game Making, in, [design e-ducation] Education and Curricula, 20th eCAADe Conference Proceedings, eCAADe, Warsaw(Poland), pp: 28-33.

Dietrich, L (2001) "XS: Big Ideas, Small Buildings" Thames & Hudson (ed.).

Daru, R and Snijder, P (1994) Sketch-Trigger: A Specification for a Form Generator and Design Analysis Toolbox for Architectural Sketching, in, Second Design and Decision Support Systems in Architecture & Urban Planning, Vaals, the Netherlands, pp: 15-19.

Dorst, K and Dijkhuis, J (1995) Compsring paradigms for describing design activity, Design Studies, 16: 261-274.

Gero, JS and Tang, M (2001) The Differences Between Retrospective And Concurrent Protocols In Revealing The Process oriented Aspects Of The Design Process, Design Studies, 21.

Goel, V (1995) Sketches of Thought, MIT Press.

Goldschmidt, G (1991) The dialectics of sketching, Creativity Research Journal, 4(2): 123-143.

Goldschmidt, G (1994) On visual design thinking: the vis kids of architecture, Design Studies, 15(2): 158-174.

Habraken, NJ and Gross, MD (1988) Concept Design Games, Design Studies, 9: 12-23.

Herbert, DM (1988) Study drawings in architectural design: their properties as a graphic medium, Journal of Architectural Education, 41(2): 26-38.

Herbert, DM (1993) Architectural study drawing, Van Nostrand Reinhold, New York.

Kavakli, M, et al. (1999) "Sketching interpretation in novice and expert designers." in JSaT Gero, B., (ed.), Visual and Spatial Reasoning in Design, Key Centre of Design Computing and Cognition, University of Sydney, Sydney, Australia, pp: 209-220.

Klugman, E and Smilansky, S (1999) Children's Play and Learning: Perspectives and Policy Implications (Early Childhood Education Series), Teachers College Press.

Lansdown, J. (1987) The Creative Aspects of CAD: A Possible Approach, Design Studies, (8) 2, pp. 76-81

Léglise, M (2001) Computer-stimulated design: construction of a personal repertoire from scattered fragments, Automation in Construction, 10(5): 577-588.

Lim, C-K (2003) Is a pen-based system just another pen or more than a pen? in eCAADe.

Liu, Y. T. (1996) Understanding Architecture in the Computer Era. Taipei

Neiman, B, et al. (1999) Sketches and Their Functions in Early Design - A Retrospective Analysis of a Pavilion House, in, Proceedings Design Thinking Research Symposium, Cambridge MA.

Newell, A, et al.: 1957, "Elements of Theory of Problem Solving." Rand Corporation Report, p971.

Newell, A, et al. (1967), "The Process of Creative Thinking." in H Gruber, et al., (eds.), Contempory Approaches to Creative Thinking, Atherton Press, New York, pp: 63-119.

Newell, A and Simon, HA (1972) Human Problem Solving, Prentice-Hall, New Jersey.

Purcell, AT and Gero, JS (1998) Drawings and the design process, Design Studies, 19(4): 389-430.

Radford, A (1997) Games and Learning about Form in Architecture, in, Challenges of the Future, 15th eCAADe Conference Proceedings, eCAADe, Vienna (Austria).

Rodgers, PA (2000) Using Concept Sketch To Track Design Process, Design Studies, 21: 451-464.

Rosenman, MA and Gero, JS (1993) "Creativity in design using a design prototype approach." in JS Gero and ML Maher, (eds.), Modeling creativity and knowledge-based creative design, Hillsdale, NJ. Lawresce Erlbaum Associates, pp: 111-138.

Schmit, G (2001) "Introduction." in, Bits and Spaces, M. Engeli, Birkhauser, Basel, Switzerland.

Schön, DA (1983) The Reflective Practitiner: How Professionals Think inAction, Basic Books, New York.

Schön, DA and Wiggins, G (1992) Kinds of seeing and their structures in designing, Design Studies, 13: 135-156.

Scrivener, SAR (1982) The interactive manipulation of unstructured images, International Journal of Man-Machine Studies, 16: 301-313.

Scrivener, SAR, et al. (2000) Uncertainty and sketching behavior, Design Studies, 21: 465-481.

Simon, HA. (1969) Science of the Artificial. Cambridge, Massachusetts: MIT Press.

Stempfle, J and Badke-Schaub, P (2002) Thinking in design teams - an analysis of team communication, Design Studies, 23: 473-496.

Streitz, NA, et al. (1999) i-LAND: An interactive Landscape for creativity and innovation, in, ACM, Pittsburgh, Pennsylvania, U.S.A., pp: 120-127.

Stumpf, SC and McDonnell, JT (2002) Talking about team framing: using argumentation to analyse and support experiential learning in early design episodes, Design Studies, 23: 5-23.

Suwa, M, et al. (1998) "How an Architect Created Design Requirements." in G Goldschmidt and W Porter, (eds.), Design Thinking Research Symposium: Design Representation, MIT, Cambridge, pp: II: 101-124.

Suwa, M., Purell, T. and Gero, J.S. (1998) Macroscopic analysis of design processes based on a cheme for coding designers' cognitive actions, Design Studies, 19: 455-483.

Suwa, M and Tversky, B (1997) What do architects and students perceive in their design sketches? A protocol analysis, Design Studies, 18: 385-403.

Talbott, KW (2004) Divergent Thinking in the Construction of Architectural Models, International Journal of Architectural Computing, 2(2).

Tomes, A, et al. (1998) Talking design: negotiating the verbal-visual translation, Design Studies, 19: 127-142.

Won, P-H (2001) The comparison between visual thinking using computer and conventional media in the concept generation stages of design, Automation in Construction, 10: 319-325.

Wong, CH (2000) Some phenomena of design thinking in the concept generation stage using computer media, in, Proceedings of the Fifth conference on Computer-Aided Architectural Design Research in Conference, Nation University of Singapore, pp: 255-264.

Woodbury, RF (1991) Searching for Design: Paradigm and Practice, Building and Environment, 26: 61-73.

Woodbury, RF, et al. (2001) Games in Early Design Education. Playing with Metaphor, in, Proceedings of the Ninth International Conference on ComputerAided Architectural Design Futures, Kluwer Academic Publishers, Eindhoven, pp: 201-214.

Wu, P-L (2003) Exploring playful and effective digital design studio with games: a framework for digital design studio teaching and learning, in, ACADIA '03, K. Klinger, pp: 142-149.

Wyeld, TG and Allan, A (2001) Case Based Role Playing Games in Planning Education, Playful Design Learning Forum, in, Adelaide University School of Architecture, Landscape Architecture and Urban Design, Adelaide.

Wyeld, TG, et al. (2001) Leitmotif Cases for Design Learning, in, Proceedings of The Sixth Conference on Computer Aided Architectural Design Research in Asia (CAADRIA 2001), Sydney (Australia).

劉育東（1996）建築的涵意：認識建築、體驗建築、並瞭解建築設計，胡氏圖書出版社.

賴宗德（1997）建築設計呈現方式於建築形式上之初探, 交通大學, 新竹, 台灣.

儲裕娟（2003）互動式工作空間, 成功大學, 台南,台灣.