

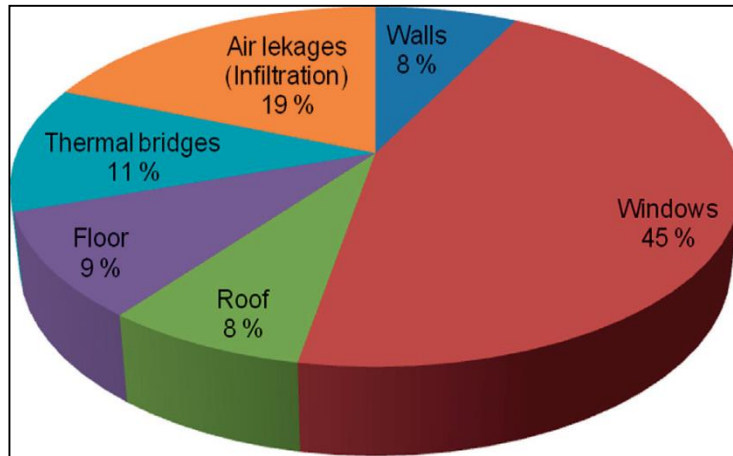


# Window Size Effects on the Atmosphere of Daylit Spaces at High Latitudes

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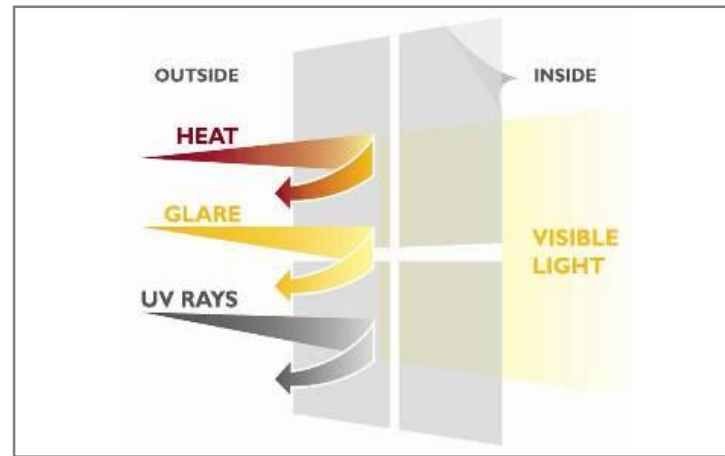
# 1 | MOTIVATION

## Source of heat loss



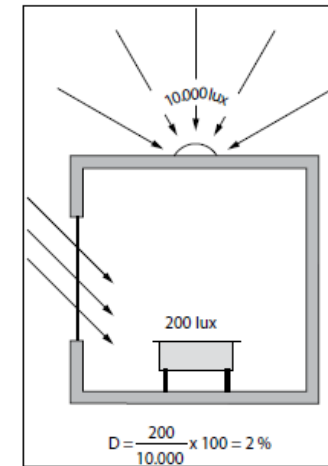
Grynning et al, 2011

## Energy efficiency measure



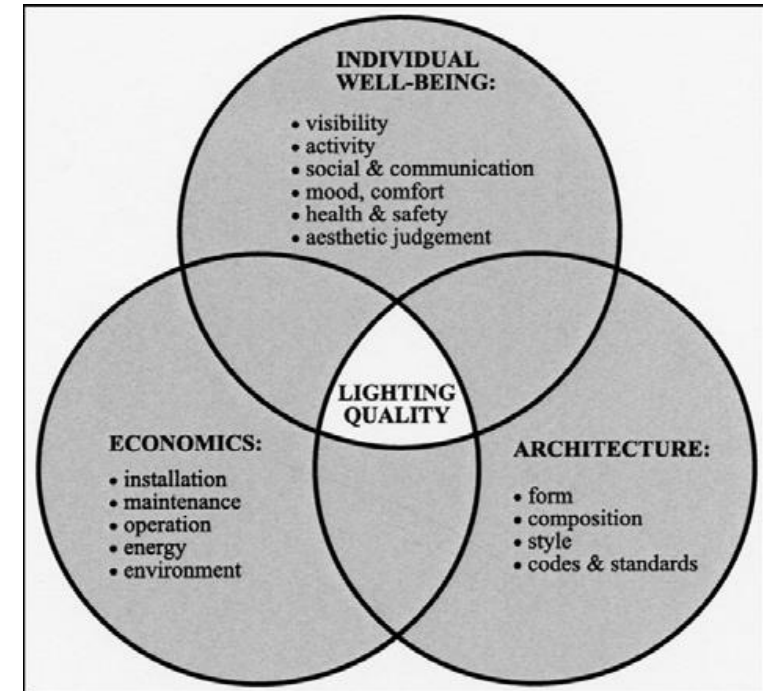
<http://www.the-window-treatment-expert.com/images/window-film.jpg>

## Regulations



Lyskultur, 2014

- Luminous conditions allow collection of information of environment, preference selection and effects on mood, human's health and well-being (Boyce et al., 2006).
- Lighting quality in a built environment:
  - Hopkinson, 1966: *i.* Provide sufficient illumination for task performance and *ii.* Provide pleasant visual environment.
  - Veitch & Newsham, 1998: *i.* Appropriate viewing conditions for visual and task performance and *ii.* Contribute to the aesthetic perception of a space.
- Humans spend 80 to 90% of the time indoors – Goal: Satisfactory interaction with the built environment.



Veitch, 1998

## 2 | EXPERIMENTAL DESIGN

Windows design, more than just the dimensions...  
Window size, shape, window-to-wall ratio, etc.

- Geographical location – Sky type
- Space size
- Spatial context

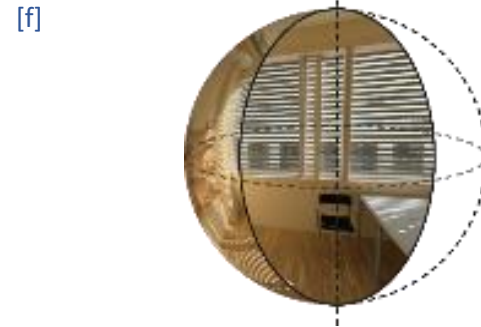
### Experimental factors

Factors	Levels
Window size*	3 (small, medium, large)
Space type*	2 (small, large)
Spatial context	2 (socializing, working)
Sky type	3 (overcast sky, clear sky with high sun angle, clear sky with low sun angle)

\*Within-subject factor.







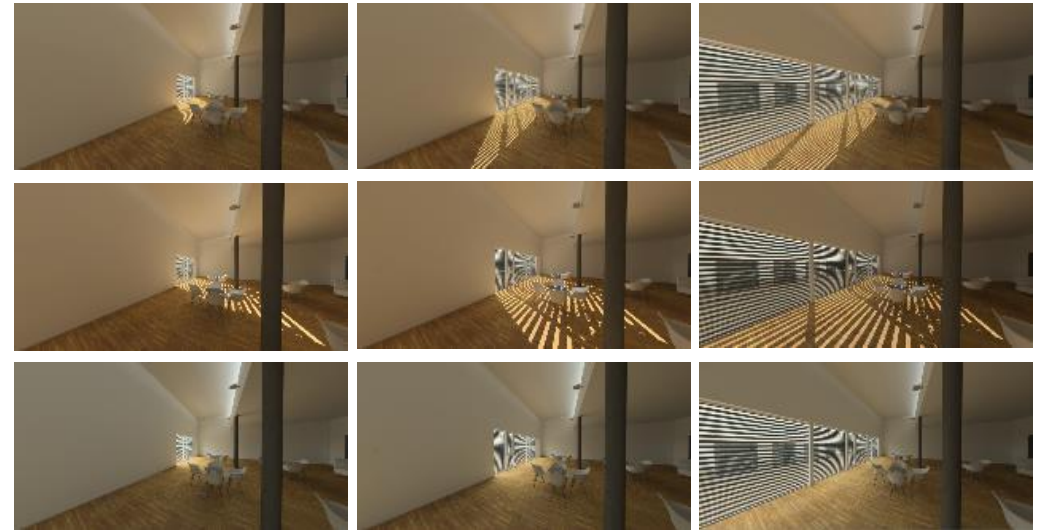
Sky Type



Window size

SMALL SPACE

Sky Type



Window size

LARGE SPACE

## 2 | EXPERIMENTAL DESIGN

- 150 participants [86 male, 64 female]
- Likert-type scale [11-point scale, from 0 to 10]
- Linear mixed model analysis

### Dependent variables and their respective questionnaire items

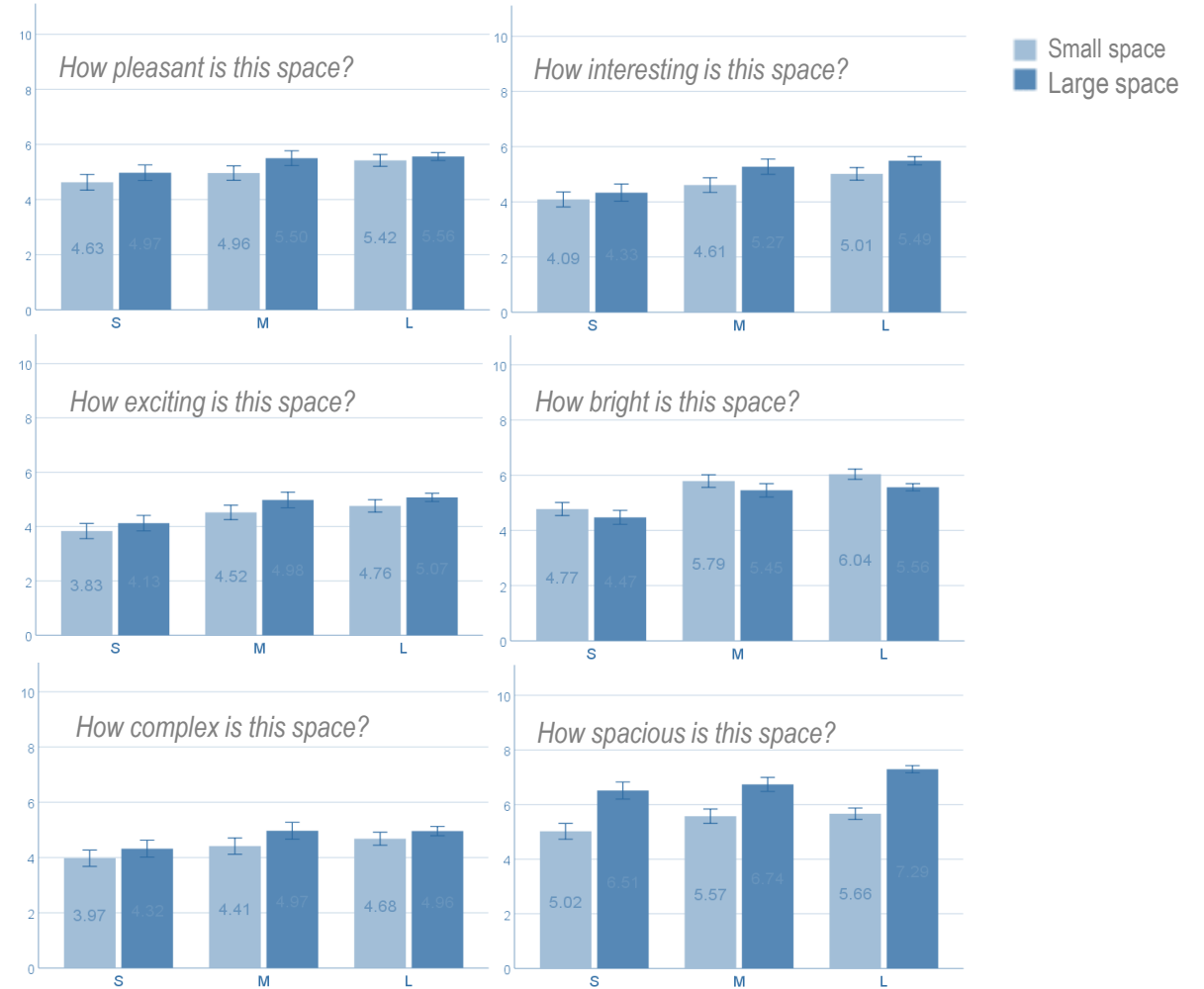
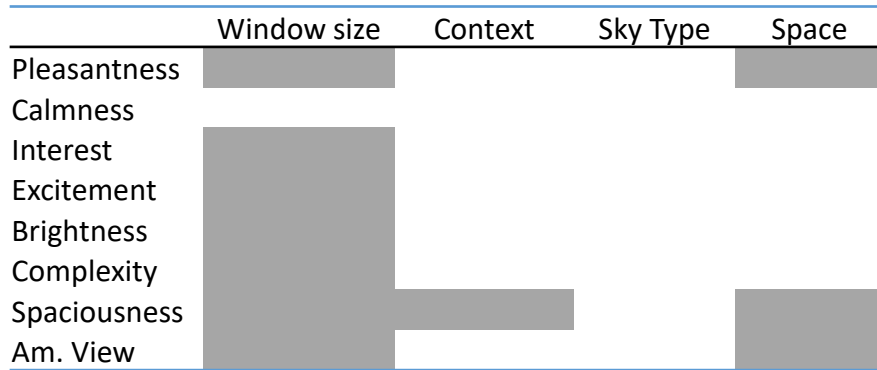
<b>Pleasantness</b>	How pleasant is this space?
<b>Calmness</b>	How calming is this space?
<b>Interest</b>	How interesting is this space?
<b>Excitement</b>	How exciting is this space?
<b>Brightness</b>	How bright is this space?
<b>Complexity</b>	How complex is this space?
<b>Spaciousness</b>	How spacious is this space?
<b>Amount of view</b>	How satisfied are you with the amount of view?





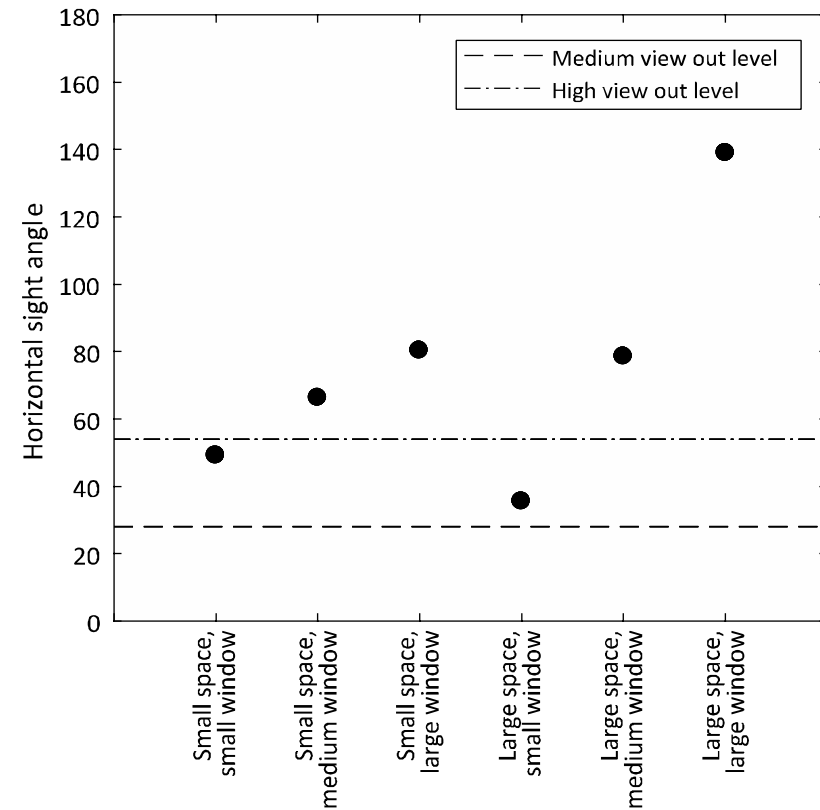
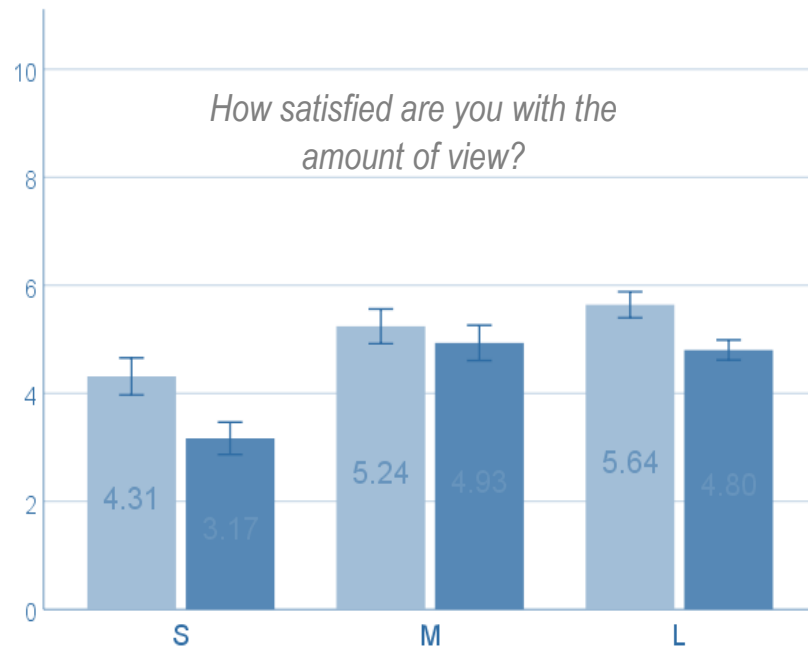
### 3 | RESULTS

- Main factors: all significant  $ps < 0.0001$
- Three studied 2-way interactions:
  - Window size \* Context - *ns*
  - Window size \* Sky Type - *ns*
  - Window size \* Space – *Satisf. Amount of view*



### 3 | RESULTS

- Distribution of horizontal sight angle from the observer's viewpoint across the studied stimuli, according to the European Standard EN 17037:2018.



### 3 | RESULTS



### 3 | RESULTS

Post-hoc pairwise comparisons of the three window sizes for seven of the studied attributes. Estimates  $\beta$  (comparison: row minus column) and adjusted significance levels are shown for pairs with significant differences.

Pleasantness			Interest			Excitement					
	S	M	L		S	M	L		S	M	L
<b>S</b>				<b>S</b>				<b>S</b>			
<b>M</b>	0.421**			<b>M</b>	0.726*			<b>M</b>	0.764*		
<b>L</b>	0.672*	0.25****		<b>L</b>	0.961*	ns		<b>L</b>	0.893*	ns	
Brightness			Complexity			Spaciousness					
	S	M	L		S	M	L		S	M	L
<b>S</b>				<b>S</b>				<b>S</b>			
<b>M</b>	0.997*			<b>M</b>	0.538*			<b>M</b>	0.389**		
<b>L</b>	1.225*	0.228***		<b>L</b>	0.570*	ns		<b>L</b>	0.798*	0.408*	
Satisf. amount of view											
	S	M	L								
<b>S</b>											
<b>M</b>	1.343*										
<b>L</b>	1.774*	0.431*									

Significance levels: \*=0.000, \*\*=0.001, \*\*\*=0.015, and \*\*\*\*=0.039.

## 4 | CONCLUDING REMARKS

- Evaluations of *pleasantness, interest, excitement, brightness, spaciousness* and *satisfaction with the amount of view* increased as the window size increased.
- Satisfaction with the amount of view seems to be dependent on other factors, such as the space in which the window is placed.
- For the perception of *interest, excitement* and *complexity*, there seems to be an ‘upper threshold’ for window preference.
- Obs! Studies made at high latitudes, studies comparing window size preferences on different latitudes are forthcoming...

Thank you for your attention.

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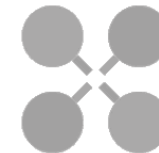


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