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RESEARCH AREA: Affect, Informality, Ethnographic Simulation and Serious Games



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My doctoral research lies at the intersection of architectural humanities, urban heritage, affect studies, ethnography, and computational simulation. I examine how shared urban environments are continuously shaped through embodied experience, memory, care, informal negotiation, and everyday spatial practices. Rather than treating architecture and heritage as stable objects, I approach them as relational processes involving people, materials, institutions, atmospheres, technologies, and contested histories.

Building on Lilian Chee's scholarship, my theoretical framework brings affect theory into conversation with actor-network theory, critical heritage studies, and experimental preservation. These perspectives allow me to investigate how places are sensed, maintained, altered, remembered, and politically negotiated before they become formally documented or institutionally protected.

Methodologically, I combine ethnographic inquiry, archival and visual analysis, research-through-design, agent-based modelling, and serious game development. A central concern is how ethnographic accounts of unwritten social rules can be translated into models that remain inspectable, contestable, and replayable. I distinguish plausible dialogue from social validity and treat simulation as an explicit research argument rather than a neutral prediction of reality.

My current work develops participatory simulation environments in which rules, evidence, agent capacities, spatial conditions, scheduling, world arbitration, and validation are separately documented. This enables researchers, policymakers, and community participants to identify missing exceptions, challenge assumptions, compare alternative scenarios, and trace how particular outcomes are produced. Ultimately, I aim to connect architectural theory with accountable computational practice while preserving situated knowledge.

- Affect, Architecture, and Everyday Spatial Experience
- Urban Heritage and Experimental Preservation
- Ethnographic Simulation and Serious Games