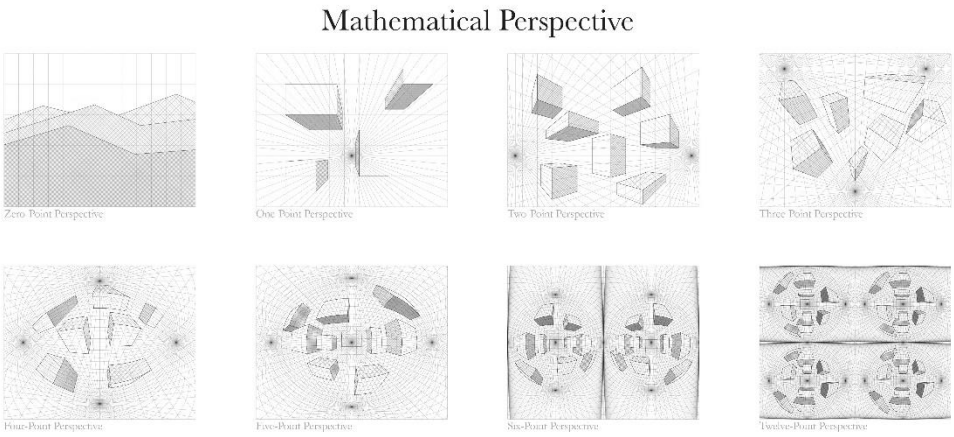
2017 Mike O' Dell **Through a Looking Glass, Darkly: the reflective tools of the architect through a virtual lens.**



This work explores the role of immersive virtual reality as a reflective design tool used in the architectural design process. As a burgeoning technology, it is being co-opted into the architectural profession in an ad hoc fashion. We see this primarily in the form of a representational tool, demonstrating proposals to the end user, but it also has the potential to be a powerful reflective tool for the architect's design process. This ad hoc nature can lead to a misunderstanding of the technology. If it is to be employed, a comprehensive understanding of its properties is essential.

The examination begins with a review of the architectural design method as an evolving process and how it has reacted to technological interference, both lasting and fleeting. A quantitative comparison between immersive virtual reality and the traditional reflective tools is then pursued under the established taxonomy of form, space and order. Finally with these precursors establishing the groundwork, the qualities of perception and understanding with regard to the mind's eye is explored.