

## Publication List

### Description

#### **Books**

1. Coyne, Richard. 2023. *Cryptographic City: Decoding the Smart Metropolis*. Cambridge, MA. MIT Press. [in Press]
2. Coyne, Richard. 2019. *Peirce for Architects*. London: Routledge.
3. Coyne, Richard. 2018. *Network Nature: The Place of Nature in the Digital Age*. London: Bloomsbury Academic.
4. Coyne, Richard. 2016. *Mood and Mobility: Navigating the Emotional Spaces of Digital Social Networks*, Cambridge MA: MIT Press.
5. Coyne, Richard. 2011. *Derrida for Architects*. London: Routledge.
6. Coyne, Richard. 2010. *The Tuning of Place: Sociable Spaces and Pervasive Digital Media*. Cambridge, MA: MIT Press, 330pp.
7. Snodgrass, Adrian, and Richard Coyne. 2006. *Interpretation in Architecture: Design as a Way of Thinking*. London: Routledge, 332 pages.
8. Coyne, Richard. 2005. *Cornucopia Limited: Design and Dissent on the Internet*. Cambridge, Massachusetts: MIT Press, 284 pages.
9. Coyne, R.D. 1999. *Technoromanticism: Digital Narrative, Holism and the Romance of the Real*, Cambridge, Massachusetts: MIT Press, 398 pages.
10. Coyne, R.D. 1995. *Designing Information Technology in the Postmodern Age: From Method to Metaphor*, MIT Press, Cambridge, Massachusetts, 399 pages.
11. Coyne, R. D., Rosenman, M. A., Radford, A. D., Balachandran, M. and Gero, J.S. 1994. *Knowledge-Based Design Systems*, Japanese edition published by Ohm-Sha, Tokyo, 522 pages (First edition by Addison Wesley, Reading Massachusetts, 1990, 576 pages). [MO]
12. Coyne, R. D. 1988. *Logic Models of Design*, Pitman, London, 317 pages.

#### **Edited proceedings**

9. Coyne, R.D (ed) (1989). *Proc. Computers in Design Teaching*, appeared as *ADTRA Journal* (Journal of the Architectural Design Teaching and Research Association), University of Sydney, Sydney, Vol.1, No.2, 56 pages.

10. Coyne, R.D., Snodgrass, A.B., Fry, A. and Redding, P. (eds) (1991). *Proc. Gadamer, Action and Reason*, Faculty of Architecture, University of Sydney, Sydney, 75 pages. [MO]
11. Coyne, R.D. (ed.) (1993). *Proc. Universities as Interpretive Communities*, Faculty of Architecture, University of Sydney, Sydney, 175 pages.
12. Maher, M.L., Coyne, R.D. and Newton, S. (eds) (1994). *Proc. Multimedia and Design Conference*, Key Centre of Design Computing, Department of Architectural and Design Science, University of Sydney, Sydney, 255 pages.
13. Coyne, R.D., M. Ramscar, J. Lee and K. Zreik (eds) (1997). *Proc. EuroplA97: Design and the Net*, Edinburgh, EuroplA productions, Paris.
14. Coyne, Richard and John Lee (2000) *Proc. Design and the Emerging E-Commerce Environment*, University of Edinburgh, EuroplA productions, Paris. [MO]

### **Book chapters**

15. Gero, J.S., Radford, A.D., Coyne, R.D. and Akiner, V.T. (1985). Knowledge-based computer-aided architectural design, *Knowledge Engineering in Computer-Aided Design*, Gero, J.S. (ed.), North-Holland, Amsterdam, pp. 57-81.
16. Gero, J.S. and Coyne, R.D. (1985). Knowledge-based planning as a design paradigm, *Design Theory for CAD*, Yoshikawa, H. and Warman, E. (eds), North-Holland, Amsterdam, pp.289-323. [MO]
17. Rosenman, M.A., Coyne, R.D. and Gero, J.S. (1987). Expert Systems for Design Applications, in *Applications of Expert Systems*, Quinlan J.R. (ed.), Addison-Wesley, Wokingham, England, pp. 66-84.
18. Coyne, R.D., Rosenman, M.A., Radford, A.D., and Gero, J.S. (1987). Innovation and creativity in knowledge-based CAD, *Expert Systems in Computer-Aided Design*, Gero, J.S. (ed.), North-Holland Amsterdam, pp.435-465. [MO]
19. Coyne, R.D. and Radford, A.D. (1988). Knowledge-based design systems in architecture: a linguistic perspective, in *Knowledge-Based Systems in Architecture*, Gero, J.S and Oksala, T. (eds), Acta Scandinavica Polytechnica, Helsinki, pp.27-36. [MO]
20. Coyne, R.D. (1990). Tools for exploring associative reasoning in design, in *The Electronic Design Studio*, M.McCullough, W.J. Mitchell and P. Purcell (eds), MIT Press, Cambridge, pp.91-106.
21. Newton, S. and Coyne, R.D. (1991). The impact of connectionist systems on design, in *Artificial Intelligence in Design 1991*, by J.S. Gero (ed), Butterworth Heinemann, Oxford, pp.49-75.
22. Coyne, R.D. (1992). The impact of computer use on design practice, *CAD Futures 1991: Education, Research, Application*, G.N. Schmitt (ed.) Vieweg, Wiesbaden, Germany, pp.413-424.
23. Newton, S. and Coyne, R.D. (1993). Assessing the impact of new technologies on design practice through an examination of metaphor, in *Advanced Technologies: Architecture, Planning, Civil Engineering*, M.R. Beheshti and K. Zreik (eds), Elsevier, Amsterdam, pp.43-52.

24. Coyne, R.D., Newton, S. and Sudweeks, F. (1993). A connectionist view of creative design reasoning, in *Modelling Creativity and Knowledge-Based Creative Design*, J.S. Gero and M.L. Maher (eds), Lawrence Erlbaum, New Jersey, pp.177-209. [MO]
25. Coyne, R.D. (1996). Language, space and information, *Intelligent Environments: Spatial Aspects of the Information Revolution*, ed. P. Droege, Elsevier Science, Amsterdam, The Netherlands, pp.503-528.
26. Coyne, R.D. and McLachlan, F. (1997). The legacy of Surrealism in the electronic design studio, *Proc. CAADFutures97*, ed. R. Junge, Kluwer, Dordrecht, Germany, pp.733-748. [MO]
27. Berthold, M.R., Sudweeks, F., Newton, S. and Coyne, R. (1995). "It makes sense": using an autoassociative neural network to explore typicality in computer-mediated discussions, in *Network and Netplay: Virtual Groups on the Internet*, S. Rafaeli, F. Sudweeks and M. McLaughlin (eds), AAAI/MIT Press, Cambridge, Massachusetts, 191-219.
28. Wiszniewski, Dorian, and Richard Coyne. 2002. Mask and Identity: The Hermeneutics of Self Construction in the Information Age. *Building Virtual Communities: Learning and Change in Cyberspace*. eds Renninger, Ann and Shumar, Wesley, Cambridge. Cambridge University Press, 191-214.
29. Coyne, R.D. (2002). The cult of the not-yet. In *Designing for a Digital World*. Ed Neil Leach. London: Wiley-Academic, 45-48.
30. Coyne, Richard. 2005. The digital uncanny: repetition, suspicion and the space of interpretation. In P. Turner, and E. Davenport (eds.), *Spatiality, Spaces and Technology*: 5-18. Dordrecht: Kluwer.
31. Coyne, Richard. 2006. Space without ground. In M. Bain (ed.), *Architecture in Scotland*: 94-99. Glasgow: The Lighthouse Trust. Published in conjunction with exhibition, Defining Place, The Lighthouse, Glasgow.
32. \*Coyne, Richard. 2006. Digital Commerce and the Primitive Roots of Architectural Consumption. In J. Odgers, F. Samuel, and A. Sharr (eds.), *Primitive: Original Matters in Architecture*: 247-258. Abingdon, Oxon: Routledge. First appeared as Coyne, Richard. 2004. Digital Commerce and the Primitive Roots of Architectural Consumption (abstract). Conference on the Primitive: 23-23. Cardiff, Wales.
33. \*Coyne, Richard. 2007. Forms in the Dark: Nature, Waste and Digital Imitation. In M. Frascari, J. Hale, and B. Starkey (eds.), *From Models to Drawings: Imagination and Representation in Architecture*. London: Routledge.
34. \*Coyne, Richard, and James Stewart. 2007. Orienting the future: design strategies for non-place. In T. Inns (ed.), *Design for the 21st Century* 79-90. London: Gower Ashgate. [MO]
35. \*Coyne, Richard. 2008. "Creativity and sound: the agony of the senses." In *The Routledge Companion to Creativity*, edited by Tudor Rickards, Mark A. Runco and Susan Moger, 25-36. Routledge: London.
36. Coyne, Richard, and Martin Parker. 2007. Voice and space: The agency of the acousmêtre in spatial design. In P. Turner, S. Turner, and E. Davenport (eds.), *Exploration of Space, Technology and*

*Spatiality: Interdisciplinary Perspectives*, 102-112, Hershey PA: Information Science Reference. First appeared as Coyne, Richard, and Martin Parker. 2004. Voices Off: The Spatial Implications of Voice in Ubiquitous Digital Media. *Proc. Space, Spatiality, Technology Conference 12 - 24 Dec 2004*: 34-38. Edinburgh: Napier University. [MO]

37. \*Coyne, Richard, Mark Wright, James Stewart, and Henrik Ekeus. 2009. Virtual flagships and sociable media. In *Flagship Marketing: Concepts and Places*, edited by Anthony Kent and Reva Brown, 46-62. London: Routledge. [MO]

38. Coyne, Richard, James Stewart, Mark Wright, Henrik Ekeus, Robin Williams, and Penny Travlou. 2010. Branded meeting places: Ubiquitous technologies and the design of places for meaningful human encounter. In T. Inns (ed.), *Design for the 21st Century: Interdisciplinary Methods and Findings*: 146-159. London: Gower Ashgate. [MO]

### **Refereed journal articles**

39. Coyne, R.D. (1982). VISIT: a computer design tool for landscape architects, *Land Use Modelling Quarterly*, CES, University of Melbourne, February, pp. 6-9.

40. Gero, J.S. and Coyne, R.D. (1985). Logic programming as a means of representing semantics in design languages, *Environment and Planning B: Planning and Design*, vol. 12, pp. 351-369. [MO]

41. Coyne, R.D. and Gero, J.S. (1985). Design knowledge and sequential plans, *Environment and Planning B: Planning and Design*, vol. 12, pp. 401-418. [MO]

42. Coyne, R.D. and Gero, J.S. (1985). Design knowledge and context, *Environment and Planning B: Planning and Design*, vol. 12, pp. 419-442. [MO]

43. Coyne, R.D. (1985) Knowledge-based planning systems and design: a review, *Architectural Science Review*, vol. 28, no. 4, pp. 95-103.

44. Coyne, R.D. and Gero, J.S. (1986). Semantics and the organization of knowledge in design, *Design Computing*, vol. 1, no. 1 pp. 68-89. [MO]

45. Coyne, R.D. (1990). Logic of design actions, *Knowledge-Based Systems*, Vol.3, No.4, pp.242-257.

46. Coyne, R.D. and Postmus, A. (1990). Spatial applications of neural networks, *Artificial Intelligence in Engineering*, Vol.5, No.1, pp.9-22. [MO]

47. Coyne, R.D. and Newton, S. (1990). Design reasoning by association, *Environment and Planning B: Planning and Design*, Vol. 17, pp.39-56. [MO]

48. Coyne, R.D. (1990). Design reasoning without explanations, *AI Magazine*, Vol.11, No.4, pp.72-80. Originally appeared as Coyne, R.D. (1990). Learning without explanations: design education and models of cognition. *Proc. ANZAScA90/ADTRA*, University of New South Wales, Sydney, pp.243-249.

49. Coyne, R.D. (1991). Objectivity and the design process, *Environment and Planning B: Planning and Design*, Vol.18, pp.361-371.

50. Coyne, R.D. (1991). Modelling the emergence of design descriptions across schemata, *Environment and Planning B: Planning and Design*, Vol.18, pp.427-458.
51. Coyne, R.D. and Snodgrass, A.D. (1991). Is designing mysterious? Challenging the dual knowledge thesis. *Design Studies*, Vol.12, No.3, pp.124-131. [MO]
52. Yoon, K.B. and Coyne, R.D. (1992). Reasoning about spatial constraints, *Environment and Planning B: Planning and Design*, Vol.19, pp.243-266.
53. Coyne, R.D. and Yokozawa, M. (1992). Computer assistance in designing from precedent, *Environment and Planning B: Planning and Design*, Vol.19, pp.143-171. [MO]
54. Coyne, R.D. and Snodgrass, A.B. (1992). Rescuing CAD from rationalism, *Design Studies* Vol.14, No.2, pp.100-123. [MO]
55. Coyne, R.D. and Snodgrass, A.B. (1992). Cooperation and individualism in design, *Environment and Planning B: Planning and Design*, Vol.20, pp.163-174. [MO]
56. Snodgrass, A.B. and Coyne, R.D. (1992). Models, metaphors and the hermeneutics of designing, *Design Issues*, Vol.9, No.1, pp.56-74.
57. Coyne, R.D. and Gero, J.S. (1992). CAD in Education: Department of Architectural and Design Science, University of Sydney, *ACADIA Quarterly*, Association for Computer-Aided Design in Architecture, USA, Vol.11, No.4, pp.15-19. [MO]
58. Gero, J.S., Coyne, R.D. and Maher, M.L. (1992). Teaching and research in the Design Computing Unit of the University of Sydney, *Hermes: Review Sciences et Techniques de la Conception* Journal of Design Sciences and Technology, Vol.1, No.1, pp.69-84.
59. \*Coyne, R.D. Snodgrass, A.B. and Martin, D. (1994). Metaphors in the design studio, *JAE (Journal of Architectural Education)*, Vol.48, No.2, pp.113-125. [MO]
60. Coyne, R.D. (1994). Heidegger and virtual reality: The implications of Heidegger's thinking for computer representations, *Leonardo*, Vol.27, No.1, pp.65-73.
61. Coyne, R.D. (1994). Metaphor and the impact of computers on organisations, *Hermes: Review Sciences et Techniques de la Conception* Journal of Design Sciences and Technology, Vol.3, No.2, pp.119-135.
62. \*Coyne, R.D. and Snodgrass, A.B. (1995). Problem setting within prevalent metaphors of design, *Design Issues*, Vol.11, No.2, pp.31-61. [MO]
63. Coyne, R.D. (1995). Mistrusting hermeneutics, *Environment and Planning B: Planning and Design*, Vol.22, No.5, pp.623-628
64. Coyne, R.D. (1995). Computers, metaphors and change, *Arq (Architectural Research Quarterly)*, No.1, Vol.1, pp.62-67.

65. Coyne, R.D. (1995). Communication systems and development: the pragmatic approach, *Development Bulletin*, Australian Development Studies Network, Vol.35, October, pp.4-7.
66. \*Coyne, R.D., McLaughlin, S., Newton, S. (1996). Information technology and praxis: a survey of computers in design practice, *Environment and Planning B: Planning and Design*, Vol.23, pp.515-551. [MO]
68. Coyne, R.D., Sudweeks, F. and Haynes, D. (1996). Who needs the Internet? Computer-mediated communication in design firms, *Environment and Planning B: Planning and Design*, Vol.23, pp.749-770. [MO]
69. Coyne, R.D. (1996). Multimedia in the design studio: a metaphorical analysis, *Environment and Planning B: Planning and Design*, Vol.23, pp. 255-277.
70. Coyne, R.D. (1997). Creativity as commonplace, *Design Studies*, Vol.18, No. 2, pp.135-141, also presented at Proc. Creativity and Cognition, University of Loughborough.
71. Snodgrass, Adrian B., and Richard D. Coyne. (1997). Is designing hermeneutical? *Architectural Theory Review*, (2) 1, 65-97.
72. \*Coyne, R. D. (1998). Cyberspace and Heidegger's Pragmatics *Information Technology and People, Special Issue: Heidegger and Information Technology*, 11 (4), pp.338-350.
73. Coyne, R. D. (1999). The embodied architect in the information age, *Architectural Research Quarterly, Arq*, 3(2): 175-185.
74. McLachlan, Fiona and Richard Coyne (2001). The accidental move: accident and authority in design discourse, *Design Studies* , Vol. 22, 87-99. [MO]
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76. \*Coyne, Richard, Hoon Park and Dorrian Wiszniewski (2000). Design Devices: What They Reveal and Conceal, *Kritische Berichte: Zeitschrift für Kunst- und Kulturwissenschaften*, Vol. 3, ISSN 0340-7403, pp.55-69. [MO]
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81. Coyne, Richard, Hoon Park, and Dorian Wiszniewski. 2002. Design devices: digital drawing and the pursuit of difference. *Design Studies*, (23) 3, 263-286.
82. Coyne, Richard. 2003. Mindless repetition: learning from computer games. *Design Studies*, (24)199-212.
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86. Coyne, Richard. 2005. Inflecting space. *Avatar: Dislocazioni tra Antrpologia e Comunicazione*, (December no. 6) 34-39.
87. Coyne, Richard. 2007. Thinking through virtual reality: Place, non-place, and situated cognition in technological society. *TechnÃ©: Research in Philosophy and Technology*, Special Issue: Real and Virtual Places (<http://scholar.lib.vt.edu/ejournals/SPT/v10n3/pdf/>), (10) 3, 26-38.
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90. Coyne, Richard. 2008. â??The net effect: Design, the rhizome, and complex philosophy.â?• *Futures* 40: 552-561.
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- Refereed conference articles** (that have not also appeared as chapters or journal articles)
92. Gero, J.S. and Coyne, R.D. (1984). The place of expert systems in architecture, *CAD84*, Butterworths, Guildford, pp. 529-546.

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97. Coyne, R.D. (1987). The application of expert systems to architectural design, *Proc. 20th Annual Conference of ANZAScA*, Department of Architectural Science, University of Sydney, pp.197-203.
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102. Coyne, R.D. and Newton, S. (1989). A tutorial on neural networks and design, *Conference on Expert Systems in Engineering, Architecture and Construction*, University of Sydney, Sydney, pp.321-337. [MO]
103. Coyne, R.D. (1990). Modelling the emergence of design descriptions across schema boundaries, *Proc. First Australian Conference on Neural Networks*, University of Sydney, Sydney, pp.41-42.
104. Coyne, R.D. (1991). Inconspicuous architecture, *Proc. Gadamer, Action and Reason*, University of Sydney, Sydney, pp.62-70.
105. Murthy, H. and Coyne, R.D. (1991). Computer use in architecture schools and architectural practices, *Proc. ANZAScA*, University of Adelaide, Adelaide, pp.301-307.
106. Coyne, R. and Newton, S. (1992). Metaphors, Computers and Architectural Education, *Proc. ECAADE: CAAD Instruction* the New Teaching of an Architect, Barcelona, pp.307-318. [MO]

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108. Coyne, R.D. (1993). IT as Mass Media, *Proc. ANZAScA (Australian and New Zealand Architectural Science Association)*, Sydney, pp.99-104.
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\* Selection of the most significant publications

[MO] Indicates a main originator•

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