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Impression formation of historic townscape and ideal way of townscape improvement  
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**Abstract:** Preservation and landscaping of a historical town possess great significance in succeeding to our culture and tradition. However, the long tract of years and significant cost are required for preservation and landscaping. Under the present situation, a reliable maintenance guide is not obtained though the decision of the maintenance plan according to the situation of the maintenance of the town is requested. Then, it aimed to understand the difference of the impression in the districts where the advancement condition of maintenance was different, and to get a concrete maintenance guide corresponding to the situation in the present study.

A psychological experiment was done in three historical towns named Asuke, Iwamura, and Sekijuku. “Caption evaluation method” was used from the aspect of clearing away the preconceptions on the experimenters as much as possible, and limiting neither the object nor the viewpoint of evaluation in the psychological experiment.

In this paper, the characteristic of the townscape element that was pointed out from the aspect "Person's impression" was analyzed, and the following results were obtained.

It was possible to look for two big tendencies by seeing the result at a bird's eye view. One is that for the ratio of 'Very undesirable' is rose in order of Asuke, Iwamura, and Sekijuku, and that the evaluation becomes severe. Another one is that evaluation perspective is changed as maintenance advances as seen in "Exterior of the house", "Utility pole and electric wire", and "Vending machine". 

**Key words:** Psychological response

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The effects of different VDT display modes on work efficiency and physiological and psychological responses  
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**Abstract:** A study was conducted involving 16 male students. We used a VDT screen which provides 16 gray scale levels and various brightness differences between characters and background to compare the effects of positive and negative display modes under the same conditions of brightness difference (L component values in the HLS color model: 32 to 255) on work efficiency and physiological and psychological responses. As a result, a weak correlation between the amount of work performed and entry error rate, and brightness differences was observed in positive display mode; the amount of work was greater and entry error rate was lower in color combinations providing larger brightness differences. The results of the CFF (threshold frequency for differentiation of flickering and steady light) test showed that fatigue levels were high with the color combination providing the largest brightness differences in positive display mode, and multiple color combinations, excluding that providing the largest brightness difference, in negative display mode. Subjective fatigue levels were lower in positive display mode, when there was a large difference in brightness between characters and background. In the color combination with the largest brightness difference, physiological and psychological fatigue levels varied with the display mode.

**Key words:** Psychological response, Physiological response

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