



In a simple definition, **choice theory** is dealt with choices and that how and why to make them.

The four fundamental concepts in the choice theory include needs, wants or desirable world, perceptual world and behavior

In this project, the user was the best reason to use choice theory.

All human beings are designer somehow; the designer of their own life. We were not to inculcate a certain design on the user, to establish this kind of design on the basis of human beings' **power of choice**.

As we know, this will be a lasting work in the world of design so that it will make a sense of satisfaction in the user to use it for a long time and a better function. Finally, it was decided to prepare the ground for him (the user) enabling him design his home according to his **creativity** and **taste**, while benefiting from the soundproofing advantage of this material.

For example, with considering **color psychology** it is more desirable to use softer colors for study room. Thus, the user do this cube-shape arrangement on the proposed framework according to his own knowledge and taste and also he himself determine the level of space acoustic.

Parts made of **Troldekt** material and the framework of their placement may vary in size and form.

This arrangement can be placed between two space and / or any other space facing with the problem of noise and also can be a game for family member.

**INSPIRATION**

We were inspired by **traditional arts**. A collection of original and native arts and the design of any country with deep stable roots in convictions, beliefs, customs, habits, traditions and, in general, the spiritual culture of the society.

The artist (craftsman) creates motifs with his taste and creativity which psychologically have very positive impacts on him and, ultimately, on the user.

So, why the user is not the **builder**?

