to us *via* the Guggenheim is that the history of art is a continuum and to see it that way you need a different type building, and the rest is history, so to speak.

In sum: Common sense is a set of responses to the challenges of an environment based on an historical appreciation of that environment and what counts as successful action in it. To be successful means you need to be thinking not just about the history, but also about the problems that history has confronted, some of which remain unresolved. Common sense is, then a way of thinking about decision making which leads to actions that take into account the successes, failures, and values of the past and builds the future in light of those successes, failures, and values.[4] Finally, I would add that one of the hallmarks of common sense is its appropriation of new techniques as they are developed. It is not commonsensical to reject new materials, technologies, and techniques when they provide the means to solve problems we have been unable to resolve in the past. So, if common sense principles of architectural design insist the space must fit, what it takes to fit includes more than some kind of visual harmony; fitting also includes fixing problems. In so doing, we may be forced to acknowledge what we have been unwilling to do before, that older values have been supplanted. In that respect, common sense is not nostalgic, it always looks to the future.[5]

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[4] For an elaboration of this view see the decision-making model developed in (Pitt, 2000).

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