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Purposes of Buildings	Real World	Virtual World
	Protect People	X
	Privacy	X
	Organize efficiently	X
	conceal goods	X
	protect people	As a metaphor
	to impress & decorate	As part of a narrative.

## Narrative

Supports

- ↳ Creates virtual constraints for player movement,
- ↳ Hides visual information.
- ↳ Physical Obstacles to overcome,
- ↳ Narrative storytelling for explorers (unfamiliarity  
↓  
excitement  
&  
mysterious atmosphere)
- ↳ take advantage of  
↳ Pre-existing mental frameworks.  
(ancient ruins, familiar locations etc.)