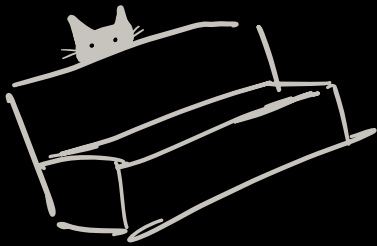
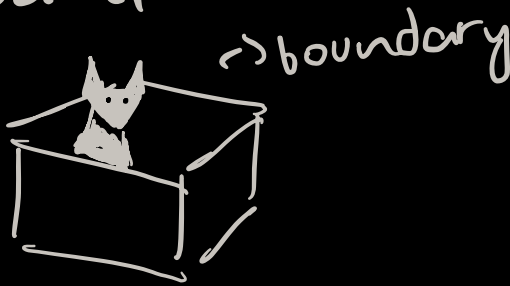


Architecture in Video games

↳ Think beyond buildings
Environment, interior design...

Primary function of architecture in games

1 Constraint



d Concealment

3 Obstacles and tests of skill



4 Exploration



Secondary function of architecture in games

1 Familiarity

Wes → bathroom = washing...

2 Allusion

↳ ideas, emotions

3 New world building

unfamiliar → expect new rules

4 Surrealism

mystery, warning

5 Atmosphere

dangerous, inviting...

6 Comedic effect

7 Architectural clichés

Stereotypes for quick onboarding

Commentary

→ Secondary function is all about signaling

familiar to whom
could quickly become exclusionary. Know your audience

limited category. Could it fall under atmosphere or could they both be under another category?

→ Again, clichés for who? cross-cultural sensitivity needed