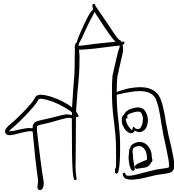


Architecture

Real world



- protect people and goods from weathers

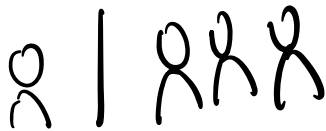


- organize human activity

- offering personal privacy



- protect from other people



- impressing / decorating



vs.

Video game

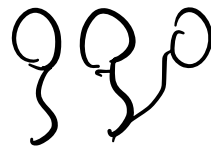


- while some are irrelevant

- military activity



- decorations



★ Not analogous to buildings in real world:
irrelevant, purely metaphorical

Primary function → Support gameplay

movie set



- incomplete false fronts

- support narrative

- create context

- suspension of disbelief

Limitations of monitor: create difficulties

in portray outdoor



 not well represent in 3D