


WHY BUILD BUILDINGS?



→ often unnecessary but = good metaphor


Constraint

 like a chess board provides constraints & boundaries for the game

concealment

- hide dangerous objects from others
- hide other players

obstacles

- provides tests of skill
 jumping across a chasm

exploration

- gives an understanding of the space that you're working with

#1 ARCHITECTURE SUPPORTS GAMEPLAY

← like little movie sets 

#2 INFORMS & ENTERTAINS

→ comedic effect

→ architectural clichés

familiarity

allusion

surrealism

atmosphere