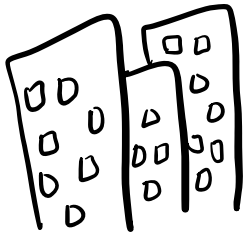
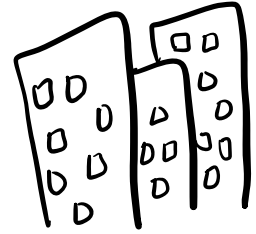


# the Role of Architecture in Video Games



buildings to:

- protect
- organize
- conceal
- ~~privacy~~
- impress/decorate

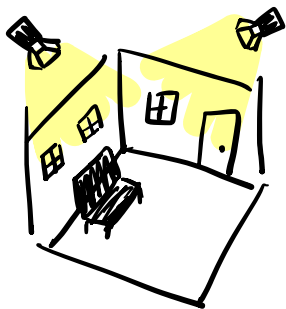
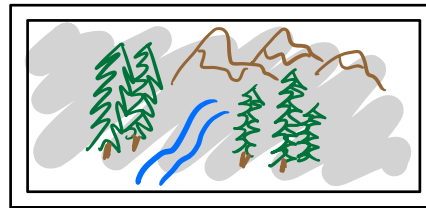


## AS METAPHOR

$\infty$  space     $\infty$  protection



≠



game architecture

≈

movie set

game  
architecture  
to

# DEFINE CHALLENGES

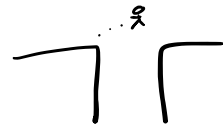
## ① CONSTRAINT

· supply boundaries

## ② CONCEALMENT

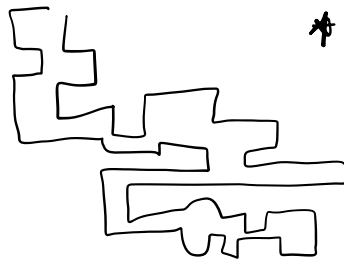
· hide things, characters, etc

## ③ OBSTACLES + TESTS OF SKILL



## ④ EXPLORATION

· player moving thru space, how is it all connected?



\* space to be explored  
→ used \*

game  
architecture  
to

ENTERTAIN

## ① FAMILIARITY

- set player expectations within a setting

## ② ALLUSION

- bring emotion/vibe

## ③ NEW WORLDS REQUIRE NEW ARCHITECTURE

- unfamiliarity = unfamiliar places

## ④ SURREALISM

- things are NOT as they seem

## ⑤ ATMOSPHERE

## ⑥ COMEDIC EFFECT

## ⑦ ARCHITECTURAL CLICHES

- expectations of being in particular world

