The Role of Architecture in Video Games

CALEB LIU

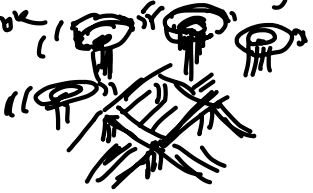
PART 1

SECONDARY FUNCTIONS

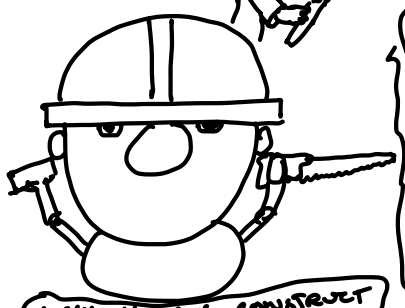
Familiarity
familiar locations cue expected events

ALLUSION
reference to real buildings/style

NEW WORLDS
create sense of unfamiliarity



SURREALISM
mystery warps at hidden truths



WHY HUMANS CONSTRUCT BUILDINGS

1. PROTECT PPL/ANIMALS
2. ORGANIZE HUMAN ACTIVITY
3. PRIVACY

in games useful for ORGANIZING ACTIVITY

CONSTRAINT
defines boundaries

CONCEALMENT
hide things strategically

PRIMARY FUNCTIONS

OBSTACLES & TESTS
features like chasms, traps, doors that test skill

EXPLORATION
encourage discovery through mazes + clues

PART 2

SECONDARY FUNCTIONS

ATMOSPHERE
conveys danger or safety

Comedic effect
lighthearted & funny

ARCHITECTURAL CLICHES
stereotypes to quickly set scenes