

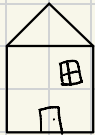
THE ROLE OF ARCHITECTURE IN VIDEO GAMES

ERNEST ADAMS



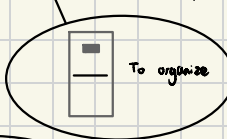
Why Humans Construct

BUILDINGS

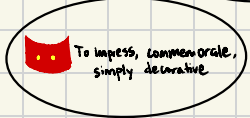


offer privacy

Protect from theft



To organize



To impress, commemorate, simply decorative



Character Design is

WHO

you are

Landscape is

WHERE

you are

Architecture is both LANDSCAPE and STRUCTURES

The Primary Function of Architecture in Games

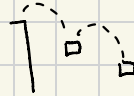
Concealment: hide players, items, and enemies!



Constraint: for weapons and players



Obstacles/Tests: think platformers! of skill



Exploration: mazes are the oldest

example



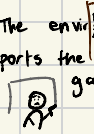
Game Design

DIVERGES

 from

Reasonable Architecture

The environment supports the gameplay



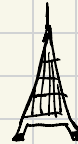
The Secondary Function of Architecture in Games

- to inform and entertain -

Allusion: referencing real life places or styles

New Worlds require new architecture:

create unfamiliarity for unfamiliar spaces



Eiffel Tower!

Familiarity: rely on player's common sense and lived experiences

Kitchen!



Surrealism: create a sense of mystery



Elden Ring's Architecture!

Atmosphere: make the game look like the emotion you are trying to convey



Architectural Clichés:

familiarity informed by real-life examples

Wizard Tower!



Comedic Effect: not all buildings are supposed to be serious!



Foreboding!

