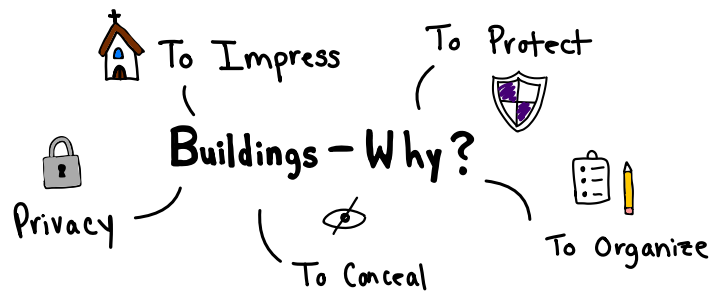




Architecture in Video Games

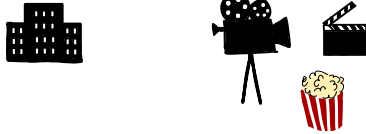


1

Primary Function

Support the gameplay.

Buildings in games = Movie sets



Incomplete, false fronts whose function is to support the narrative



1. Constraint

Establishes boundaries that limit the freedom of avatars or units



2. Concealment

Hides valuable objects from the player & can conceal players

Helps define challenges



3. Obstacles & tests of skills

Chasms, cliffs, trap doors, etc.



4. Exploration

Challenges players to understand the shape of space he's moving through.

2

Secondary Function

To inform and entertain.

Familiarity



New worlds => New Architecture



Atmosphere



Architectural clichés



Comedic effect



Allusion



Surrealism

