

ARCHITECTURE

In Videogames

PRIMARY

Things that make buildings in games

Constraint	limit	movement	and	possibilities
Contextual	links	info	and	people
Obstacles/Tests of skill	features	distinction	logic	knowledge
Explanation	understand	shape	of	space

Videogames struggle to portray wide open spaces & forests

Video Games
Organize linear content into interactive actions

Why Make Buildings?
Real Life
Imaginarium
Diversity
History

SECONDARY

Navigation
• Can create a lot of navigation in a level

Familiarity
• Can't be placed, position & flow of architecture

Corridor
• Corridor system
• A narrow light of space

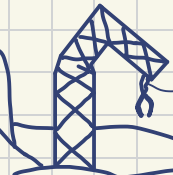
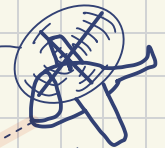
Power like City
This street

Comic Effects
• Why architecture can create irony & comedy

New worlds that architects
• For us familiarity, create multi-layer spaces
• Can come if necessary

Architectural Goals
• Similar to allusion
• Establish expectations quickly

Allusion
• Reference real games



CONCLUSION

Architecture has power in videogames & must be used intentionally to create meaning. It should be valued just as much as character design. It kills us
 • where we are
 • what might happen there
 • what you should be doing