

ARCHITECTURE IN PLAY

An Investigation into the Emerging Common Ground Between the Discipline of Architecture and Videogame Design



“ Game designers don’t simply tell stories; they design worlds and sculpt spaces.

- Henry Jenkins, 2004

ARCHITECTURAL DESIGN

FOR REALITY OR THE VIRTUAL WORLD

REALITY VS. VIRTUALITY

EXPERIENCING A WORLD

ARCHITECTURAL DESIGN
FOR
VIDEOGAMES

MULTIDISCIPLINARY

RESEARCH
ARCHITECTURE

URBANISM
LANDSCAPE

TO

EXPERIENCE

EXPLORE INHABIT

THE
VIRTUAL
SPACE

MEDIA

VIRTUAL ARCHITECTURE AS THE NOVEL FORM OF REAL-WORLD ARCHITECTURE

WHERE
WE CAN COMPARE
ARCHITECTURAL

NARRATIVES AND

ATMOSPHERES

SOUND DESIGN

LIGHT MUSIC COMPOSITION
SIGHT P.O.V

AMBIENCE

SENSE OF ALTERITY
LEVEL DESIGN

ARCHITECTURAL TECHNIQUES IN
VIDEOGAME LEVEL DESIGN

AND
WORLD-BUILDING

INTERACTIVE PLAY SPATIAL DESIGN

STORY
READING

SCHEME



Dorsa Kafili,
PhD Researcher, Faculty of Architecture, Building and Planning,
University of Melbourne
d.kafili@unimelb.edu.au