

Contents

Introduction

Andri Gerber, Ulrich Götz | 9

PART 1, INTERVIEWS

Taking Risks!

Werner Oechslin | 27

Invisible (Game) Cities

Paolo Pedercini | 47

In-World Realism

Konstantinos Dimopoulos | 59

Video/Game

Johannes Binotto | 71

Games as Provinces of Meaning

Silke Steets | 85

Free your Imagination!

Philipp Schaerer | 95

A Fascination for Empty Rooms

Francine Rotzetter | 111

Towards an Architecture of Desire

François Charbonnet and Patrick Heiz | 119

PART 2, ESSAYS

A. TOWARDS A DEFINITION OF GAME SPACES

The Architectonics of Game Spaces

Or, why you should Play and Design Video Games to become a better Architect

Andri Gerber | 135

Virtual World Weariness

On Delaying the Experiential Erosion of Digital Environments

Stefano Gualeni | 153

The Lived Space of Computer Games

Stephan Günzel | 167

The Architectural Continuum

Choropoietic Media and Post-Physical-World Environments

Constantinos Miltiadis | 183

B. SPATIAL TRANSITIONS BETWEEN ARCHITECTURE AND GAMES

From Asteroids to Architectoids

Close Encounters between Architecture and Game Design

Ulrich Götz | 201

Piercing all Layers of the Anthroposphere

On Spatialization and Architectural Possibilism in *Hitman*

Marc Bonner | 215

Creating Fascinating Spaces

The Assignment for Designers of both Virtuality and Reality

Sinem Cukurlu | 233

Augmented Play, Art, and Space

The Cognitive Coupling of Avant-Garde Games with Unexpected Mental Spaces

Margarete Jahrmann | 249

C. THE POTENTIAL OF GAME SPACES FOR A NEW ARCHITECTURE

Play the City

Dungeons and Dragons for Cities

Ekim Tan | 265

Democracy, Video Games, and Urban Design

Minecraft as a Public Participation Tool

James Delaney | 277

Video Game Urbanism

How we Design Virtual Game Spaces to Engage new Audiences with the Architecture of Tomorrow

Luke Caspar Pearson | 293

Bibliography/Ludography | 313

Image Copyrights | 331

Authors | 335

