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

https://doi.org/10.14361/9783839448021-toc - am 14.02.2026, 07:44:15. https://www.inlibra.com/de/agb - Open Access -

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 Experiental 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

https://doi.org/10.14361/9783839448021-toc - am 14.02.2026, 07:44:15. https://www.inlibra.com/de/agb - Open Access -

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

https://doi.org/10.14361/9783839448021-toc - am 14.02.2026, 07:44:15. https://www.inlibra.com/de/agb - Open Access -

https://doi.org/10.14361/9783839448021-toc - am 14.02.2026, 07:44:15. https://www.inlibra.com/de/agb - Open Access -