Objective One:
The line

The line is the most basic piece of framework that an architect can use in order to create an orderly space as well as a sense of the game. The user will learn quickly how the architectural elements will guide them throughout each objective.

Objective Two:
The curve

The element of the curve creates a way to mask what is just around the corner as well as making for a longer and more interesting path to the objective. The user will learn how the architectural elements will guide them throughout each objective.

Objective Three:

This pigment objective tests how the use of one color in an otherwise monotonous space can help to guide the user through the space. This is similarly seen in color coded parking ramps and other large monotonous spaces that one can easily get lost in.

Objective Four:

volume

The component of volume within architectural spaces can push and pull a user with a change as simple as lowering the volume of light or space. Tight, uncomfortable spaces that the user does not want to explore, to large areas that leave the exploration quite open.

Objective Five:

texture

Texture in a virtual reality is sensed differently than in reality being as there is no sense of touch. The user will learn how the architectural elements will guide them throughout each objective.

Wayfinding:
The act of locating one’s way to a particular place; navigation.
- Oxford English Dictionary

Principles of Wayfinding:
- Create well-structured paths
- Do not create too many decision choices
- Use the user’s vista or a map
- Provide signs at decision points
- Show what is ahead

Why a Videogame?
The application of wayfinding within architecture and virtual reality stems from a curiosity about the crossover between the field of architecture and videogame design. Both are extremely creative disciplines and deal with designing environments in which ordinary people will interact. The videogame provides users with a new way of engaging with the spaces that they are exploring. Recently it has been more common to see crossovers of the two disciplines which can only aid in the continuation of more imaginative and realistic games.

Design Process:
The design process of creating these interior spaces in virtual reality is different than the usual architectural design process. This process lends itself to a set of spaces that are typically interior perspective views as an overall, and in turn, can become the layout of architectural drawings such as floor plans and elevations rather than traditional design methods which are typically designed in an opposite order. Designing in this way allows for a fusion of an architectural the virtual reality of a videogame, creating a fusion of architecture, videogame, and virtual reality design.

“...is a kind of expanded electronic paint box which allows you to occupy a virtual structure while you are building it. Provided, of course, that you are wearing VR goggles. Technically, it’s a 3D model, and a paint box may seem to be nothing more than just another feature. Conceptually, it is spellbinding because it creates a completely new epistemological condition. It is just as if you were able to physically occupy your own imagination outside your head.”

Derrick de Kerckhove
The Architecture of Intelligence

About the Videogame:
This videogame design is based around some of the most simplistic ideas and elements of architectural design, in order to both consciously and subconsciously guide the user through each objective. These five elements were chosen because they are the most important and the most obvious in order to make sure the immersion experience of this game, vision and sound are the most important factors in experiencing the virtual spaces.

Each objective occupies a virtual dimensional space of 100’ by 100’ by 100’ creating perfect cubes of 8 levels. Those five objectives, one based on each architectural element, are stacked on top of each other in a vertical fashion to create a tower to symbolize moving up to the next objective. Each objective becomes slightly more difficult than the one before it in order to continually challenge the user and allow them to become more conscious of their virtual surroundings and the decisions they are making.

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