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SpaceChase Game Workshop on Architectural Scenario Game in Comparison to Design Process

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ABSTRACT

SpaceChase is a physics based game that represents spatial units and context data through the network visualisation, that investigates possible routes, connections and configurations by establishing and disrupting the relationships between nodes. The possibilities are measurable with Space Syntax metrics in the background. (Dursun Çebi, et al., 2021).

SpaceChase is a game that evokes scenario-based design potential in digital spatial temporalities. The game focuses on the polarities and symmetries between various activities and their spatial counterparts, modelled as nodes with various pull and push qualities simulated through a gravity engine.

Nodes are human-related spatial systems co-authored by rigorous mathematical descriptions and quantifications, subsequently testing their social impact on the digital/built environment. The aim of the player is to compose given activity nodes in a dynamic relational mapping in the game area in accordance with the given scenario. Players/users are set out to complete a list of activities for each round. These tasks vary within a range of scenarios - whether it is "take a shower in the south" or "go to sleep". Scenarios correspond to syntactic variables, such as entropy/choice, and network variants such as proximity and clustering. The idea is to create a dynamic map of spatial models and pre-assess their spatial performative potentials such as interaction. As a result, the player/user either achieves or fails to pass each round of scenarios depending on the completion of activities.

The workshop is about how architectural design briefs can be posed as a game plot, discussing the parallels and differences between the two. Participants will be introduced to the game interface and asked to propose various scenarios, and test the results.

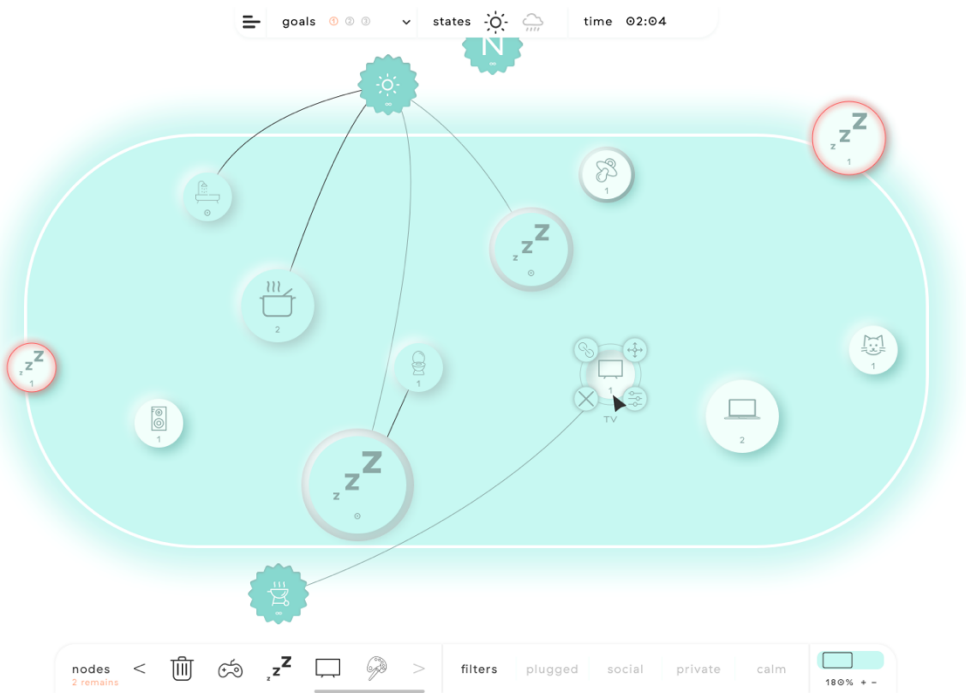
KEYWORDS

Architectural games, space syntax, dynamic spatial mapping, design as play

1 REQUIREMENTS

The game as well as the game development interface are web-based. Participants will be asked to work out ideation on Miro, and present the layouts and stories in the web environment. The workshop will require a place for presentations (preferably a computer lab.) a projection machine, a computer, a beamer, a whiteboard and board pens, sound system (microphones for Q&A session) and an internet connection. If a computer lab is not available, the participants are expected to bring their laptops, smartphone/tablet or flipchart. The maximum number of participants are 20 people. It is highly critical that the participants are willing to engage in syntactic design discourse.

2 INTERFACE VISUALS



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