01 Game Space

Assignment 01: Play

In the first part project, you will be asked to “find” several spaces within video games and begin to analyze them spatially and visually using diagrams.

One of the main obstacles to be overcome in the early period of a design education is finding a means of discussion about the topic at hand. In the desire to talk about what a good space is, we first have to figure out how to talk about space. It is one thing to talk about spatial representation systems and the nature of orthographic vs perspectival space, quite another to grasp what that actually is.

The premise of this project is that most of you have already experienced these spaces in a meaningful way—through games. You are to enter the spaces of these games not as a player, but as an observer, documenting a space that you believe best depicts a typical space in the game.

Observation and documentation of these spaces is just the beginning of the process. You are to also look at each space and create diagrams—simple, abstract drawings that represent a single aspect of a space.

Process

You are to capture images of the space in five different games. Two of the spaces are two-dimensional (orthographic) and three are three-dimensional (paraline or perspectival).

- Look for good views of paths and movement
- Scene should be as free of characters/stuff as possible
- Concentrate on a space, not on an object or character.

Spaces that you have captured from games you are playing are preferred. Phone shots of your monitor are not.

Place each screenshot in an InDesign Document formatted 8-1/2x11. Resize the image as needed.

Make several small thumbnail diagrams in your sketchbook that simply show the paths and axes of the screenshot (not necessarily from the same angle). Choose one to reproduce below the photo on the print (see diagram in the margin). Keep the diagram simple and abstract—no detail. Identify primary vs secondary circulation paths.

Documentation

Wed, Sept. 23. Five screenshots of video game spaces, two 2-D and three 3-D, each printed on individual 8-1/2x11 sheets oriented vertically. A thumbnail diagram drawn by hand in pen is centered below the game image. Put your name, section number, and instructor (morning or afternoon if applicable) on the back in pencil.

Don’t play video games? You now live within literal shouting distance of hundreds who do. Actually, the first part of your homework tonight is to find some neighbors and play several games as a group, looking at the spaces. Even better if you can share a digital space.