P4 Reflection Paper

Studio:
Chair of Complex Projects
AMS MID CITY STUDIO

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Project name:
Game Grounds, playgrounds for
gaming in the future city

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SKYBAR
RESTAURANT

AUGMENTEDREALITIE

MONITORING

CHANGING
ROOM

SERO
G

SERO
G

ROOM
CHANGING

TECHNICAL

TECHNICAL

ELEVATOR

KIOSK
KIOSK
OFFICE
OFFICE
OFFICE
HOLOGRAFIC
GAMING
GAMING
HOLOGRAFIC
CAFE
EXPO
RESTAURANT
RETAIL
FOYER

Game grounds is situated on an important intersection between the A10 boulevard and the (p)leisure park, which is located in the high dense expansion of the Amstel area. Game grounds is a playground that provides users the possibility to play and view videogames of the future, subsequently it also brings professionals and experts of the field in contact to the public. The project explores the future of the 'gaming' arena typology and applies it to the urban context of the 2100 Amstel area.

The relationship between research and design.

Within the complex projects graduation studio research and design is setup within two periods. The first semester of the graduation focuses heavily on research of the wider socio economical topics surrounding a particular theme together with quantitative and qualitative research on a specific site and context, in our case the theme was future living in the year 2100 and the specific site was the Amstel area just outside Amsterdam. This preliminary research formed speculations and theories on future living which set the parameters for our future master plan scenario in which we had to propose an architectural intervention. The motivation for my personal project on gaming was shaped from the cultural and lifestyle changes to experience based economy. This in par with the urban circumstances an area that facilitates the production of leisure and experiences naturally led to the personal topic of designing a building that provides a service of entertainment. Research on both the historical and future trends about video gaming topics such as technology, demography, society, economics etc. have been performed to define what gaming can be in the year 2100. Parallel to the research on more conventional

studies of precedents typologies and urban analysis were performed with the question on how this future scenario of gaming will influence space and architecture in the project. The combination of defining what the future of gaming together with what influences this will have on building typologies resulted into the proposal of the design intervention to create a gaming hub that brings together the different users of the gaming industry. After this in the second semester a more quantitative approach was adopted to test the design conditions from the preliminary research. Sketching, model making and collages were used individually and in combination with the context to study program, form, materialization, organisation etc. A process of generating, testing and reflecting upon the options was adopted to construct the design criteria and principles that progressed to the refinement of the gaming hub. The jump from analysing artifacts and circumstances to the more experimental strategy of designing was rather

What are the future developments in gaming?

1972 Pong Arcade machine	1977 Atari video game console	1980 HP Workstation computer	1989 Nintendo Game boy
The arcade machines where often situated in arcade rooms which required the user to go to a specific location to play the games.	enabled gamers to play video games in their own home. Newer versions of these home gaming console are still widely popular nowadays.	The first home computer and internet allowed gamers to interact with each other in a digital world whilst still being inside.	The Nintendo game boy provided a portable gaming experience with the screen and console built into a handheld format.
Gamestate			
1st gen Gaming arcade	2nd gen Game console	3rd gen Computer	4th gen Handheld

2010 Mobile device gaming	2040 VR & AR contact lens	2070 Holographic gaming	2100 Zero gravity technology
The proliferation of mobile devices such as ipads, and phones made mobile gaming more accessible to everyone and everywhere.	Virtual reality lenses widens the playing screen to the full field of vision of the player. Unlocking new platforms to play video games in.	Life-like holographic projection makes it possible for games to play videos games in real life without wearing any device.	superconductor nano-tech clothing together with diamagnetic levitation. People will be able to experience zero gravity whilst on earth.
5th gen Mobile device	6th gen Virtual & Artificial Reality	7th gen Holography	8th gen Zero gravity

fig 1. Timeline of the development of gaming and its impact on user experience

The relationship between your graduation (project) topic, the studio topic (if applicable), your master track

As mentioned briefly, the studio topic deals with Amsterdam in the year 2100, dealing with global and local trends to setup a scenario that is 80 years from now. From early on we realised that factors and trends that define society and the urban fabric are constantly changing and defining a scenario for 2100 is more of creating a goal that we want to work for than trying to predicting the future. We speculated on a trend and develop a scenario where the society in 2100 will place more value on experiences, leisure and creative pursuits rather than work and/or material gain. Whilst the other areas of Amsterdam evolve in historical leisure (city centre) and nature/environmental leisure (Zuid-Oost), the industrial area of Amstel keeps its identity of manufacturing, however instead of the production of goods and materials it changes into the production and creation of leisure in form of entertainment. A masterplan was developed with this character together with the expansive densification of Amsterdam which resulted the core of Amstel area being a hyper dense environment full of skyscrapers. The combination of the experience oriented programme and the skyscraper environment made Amstel earn the nickname of (p)leisure city. As media consumption is a large part of leisure and the entertainment industry, I analyzed the trends on media consumption and discovered that traditional forms of media such as film radio and print have been decreasing in favor of their digital counterpart. One of the fasted growing markets in digital media is video gaming. The development of 'gaming' technologies has generated new typologies and influenced how society perceive the built environment. My definition of the future of gaming technologies such as augmented reality gaming, holographic projections and zero gravity machines will do so too. However to show the possibilities of these speculation it was encouraged to define what these future activities of gaming will look like and what it meant for the design of spaces. The use of quick collages, filmography and story telling have been used in the project to define what it is like to visit, work and play in the Amstel gaming hub in the 22nd century.
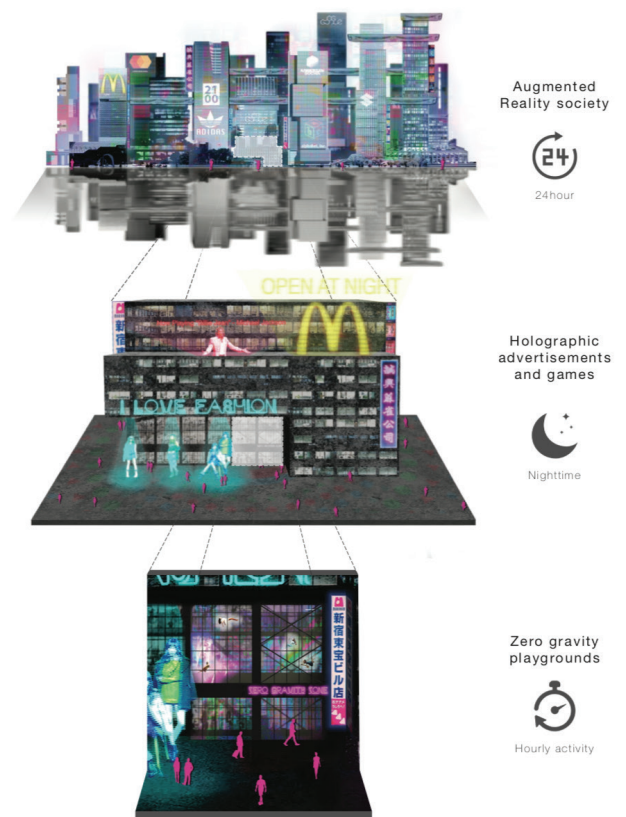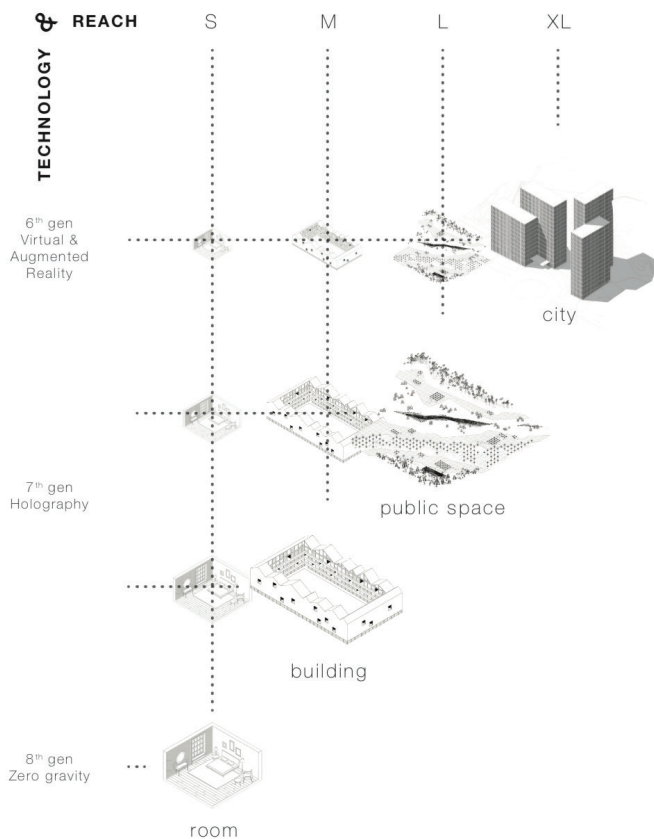

fig 2. Future gaming technologies and its spatial reach

Elaboration on research method and approach chosen by the student in relation to the graduation studio methodical line of inquiry, reflecting thereby upon the scientific relevance of the work.

Complex projects has a research methodology that emphasises the processes of interdisciplinary research, study of precedents and discovering by producing. Data collecting by depicting the layers of the city and literature studies where mainly studied to generate a model for our future scenario which in complex projects is embedded in a narrative. This process was mainly done in the first semester of the Studio and is collected into a site book. The formulation of a detailed scenario and masterplan for our site was a demanding task to do, however this did form the bases where our

personal intervention had to be placed in and has made decision making clearer in the design phase of the project. The research on gaming was crucial for defining for myself and others what gaming would be like in 2100. The research of trends in gaming had to be translated into visuals in the form of collages to make clear for us and others how we envision the future gaming and what influences they might have on certain typologies. New technological advancements often times lead into new architectural typologies. The method of research was based on sketching a scenario aided with collages and drawings this is all documented in a site book that formed the bases of the design process. This method of working allowed me to create a strong base and narrative for that can be used as an anchor point for the design
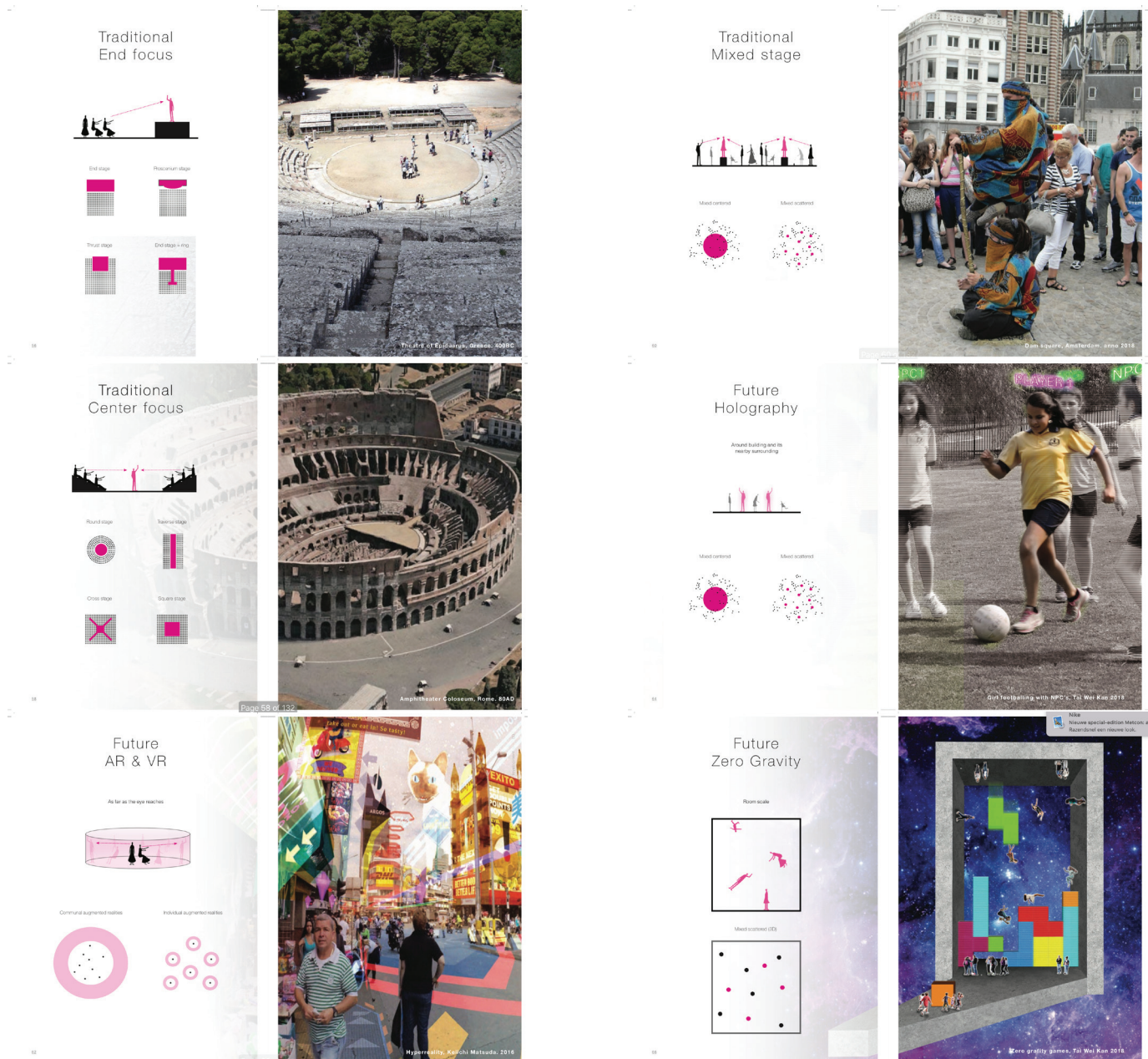

fig 3. Future gaming technologies and its influence on spectator and actor relationship

process. For example during the design process physical models have been used extensively for the massing and organisation of the architectural design. With the definition of future gaming defined as zero gravity gaming and immersive augmented and hologram gaming I could filter many of the design decisions early on before any computer aided design tools where used. This resulted to the building not only programmetically but also in its architectural expression having a clear division between what is gravity and anti gravity.

Elaboration on the relationship between the graduation project and the wider social, professional and scientific framework, touching upon the transferability of the project results.

As stated before, the gaming industry is one of the fastest growing entertainment platforms in the world and naturally certain typologies have evolved or adapted themselves to accommodate this industry. The graduation project established a future scenario where gaming has become a daily part of people's lives in terms of leisure, economy and lifestyle. This vision is represented in this project through architaecture, film and art gives the society a clear understanding to position themselves what future to aim for.

Discuss the ethical issues and dilemmas you may have encountered in (i) doing the research, (ii, if applicable) elaborating the design and (iii)

potential applications of the results in practice.

The project fits into a future scenario that we have planned for the site, and focuses on a society that places more importance on the (p)leisure and self-improvement values of life. This in itself somewhat has a contradiction in it, over saturation in media entertainment can lead to addition or becoming resistance requiring more and more to achieve the same happiness standards. Also the technologies proposed in the future of gaming such as projected holograms, augmented reality lenses and zero gravity machines open up questions of ethics in the public domain and privacy. My decision was to overlook these implications and present a project that in some way is radical and sparks discussion about these ethical questions, which helps in the future making mentality we are adopting.The building represents both the new technologies interiorly and spatially which are made possible by future methods of building and construction.

Game grounds is a hypothetical project that explores a future scenario that is built from conventional research methods. A structured study of how technology have influenced gaming typologies have led to a development of a building that represent what gaming will be like if augmented reality, holograms and zero gravity machines where widespread.
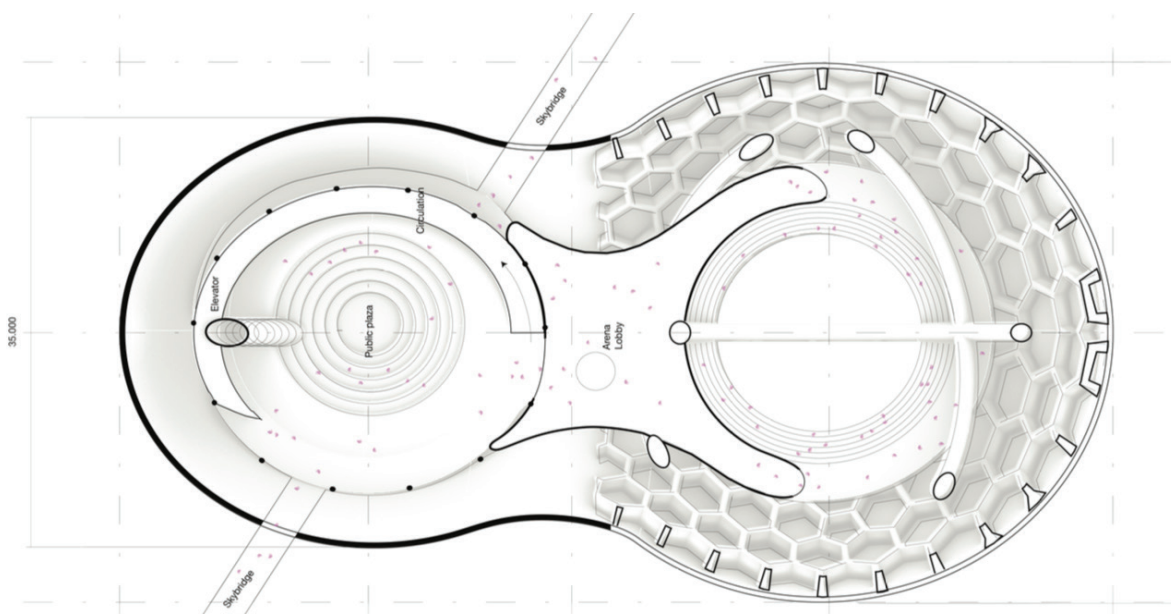

fig 4. Building plan of Game Grounds gaming hub