

Structural Analysis on the Composition of Video Game Virtual Spaces

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Abstract : For the 58 years since the first video game came into being, the video game industry is getting through an explosive evolution from then on. Video games exert great influence on society and become a reflection of public life to some extent. Video game virtual spaces are where activities are taking place like real spaces. And that's the reason why some architects pay attention to video games. However, compared to the researches on the appearance of games, we observe a lack of theoretical comprehensive on the construction of video game virtual spaces. The research method of this paper is to collect literature and conduct theoretical research about the virtual space in video games firstly. And then analogizing the opinions on the space phenomena from the theory of literature and films. Finally, this paper proposes a three-layer framework for the construction of video game virtual spaces: "algorithmic space-narrative space players space", which correspond to the exterior, expressive, affective parts of the game space. Also, we illustrate each sub-space according to numerous instances of published video games. Hoping this writing could promote the interactive development of video games and architecture.

Keywords : video game, virtual space, narrativity, social space, emotional connection

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