

1. Record Nr.	UNIORUON00316838
Autore	STEPHANUS : byzantinus
Titolo	Stephani Byzantii Ethnica : volumen 1. : A-G / recensuit, Germanice vertit, adnotationibus indicibusque instruxit Margarethe Billerbeck ; adiuvantibus Jan Felix Gaertner, Beatrice Wyss, Christian Zubler
Pubbl/distr/stampa	Berolini et Novi Eboraci, : de Gruyter, 2006
ISBN	31-10-17449-9
Descrizione fisica	x, 441 p. ; 24 cm
Disciplina	913.003
Soggetti	CITTA' ANTICHE - Dizionari Geografia antica - Dizionari
Lingua di pubblicazione	Tedesco
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr.	UNINA9910143067803321
Titolo	Computer animation and virtual worlds
Pubbl/distr/stampa	[West Sussex, U.K.], : John Wiley and Sons
ISSN	1546-427X
Descrizione fisica	1 online resource
Disciplina	006
Soggetti	Computer animation Visualization Animation par ordinateur Visualisation 54.73 computer graphics Periodicals. Periodique electronique (Descripteur de forme) Ressource Internet (Descripteur de forme)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Periodico
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3. Record Nr.	UNINA9910433250903321
Titolo	Architectonics of Game Spaces : The Spatial Logic of the Virtual and Its Meaning for the Real / Andri Gerber, Ulrich Götz
Pubbl/distr/stampa	Bielefeld, : transcript Verlag, 2020 2020, c2019
ISBN	9783839448021 3839448026
Edizione	[1st ed.]
Descrizione fisica	1 online resource (343 pages) : illustrations (chiefly color), facsimiles, map, plan
Collana	Architekturen
Classificazione	ZH 2800
Disciplina	720.2840285536
Soggetti	Virtual Environments Game Spaces Game Architecture Video Games Architecture Media Space Computer Games Digital Media
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
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Nota di contenuto	Frontmatter 1 Contents 5 Introduction 9 Taking Risks! 27 Invisible (Game) Cities 47 In-World Realism 59 Video/Game 71 Games as Provinces of Meaning 85 Free your Imagination! 95 A Fascination for Empty Rooms 111 Towards an Architecture of Desire 119 The Architectonics of Game Spaces 135 Virtual World Weariness 153 The Lived Space of Computer Games 167 The Architectural Continuum 183 From Asteroids to Architectoids 201 Piercing all Layers of the Anthroposphere 215 Creating Fascinating Spaces 233 Augmented Play, Art, and Space 249 Play the City 265 Democracy, Video Games, and Urban Design 277 Video Game Urbanism 293 Bibliography/Ludography 313 Image Copyrights 331 Authors 335

Sommario/riassunto

What consequences does the design of the virtual yield for architecture and to what extent can the nature of architecture be used productively to turn game-worlds into sustainable places – over here, in »reality«? This pioneering collection gives an overview of contemporary developments in designing video games and of the relationships such practices have established with the design of architecture. Due to their often simulatory nature, games reveal constructions of reality while positively impacting spatial ability and allowing for alternative avenues to complex topics and processes of negotiation. Granting insight into the merging of the design of real and virtual environments, this volume offers an invaluable platform for further debate.

Besprochen in: www.architecturalrecord.com, 07.07.2020, Andrew Blum

»Die Publikation ist inspirierend, die Lektüre lohnt sich für Architekt*innen gewiss. Und sie macht Lust, sich direkt vor den Computer zu setzen und zu zocken – allein zum Zwecke der Weiterbildung und Recherche versteht sich.«

»Die Lektüre [...] ist sowohl für Game Designer als auch für Architektinnen lohnenswert und inspirierend.«
