



## **Gaming Architecture**

**Course Faculty: Professors Henry Richardson, Timur Dogan, and Martin Miller**

**Course No. Arch 3308-6308 –Gaming Architecture**

**Credits: 3 Cr. Hr.**

**Venue: 144 E. Sibley**

**Class Time: Tuesdays 10:10A/M to 12:05 P.M.**

### **Course Content**

This course will explore the use of augmented and immersive virtual reality in real time design at the early stages of the architecture and urban design process. The focus will be to examine these emerging technologies as integral to design thinking and not merely as a tool for post facto visualization. The course will examine several gaming platforms to determine the possibilities they present for real time architectural design and visualization in augmented and immersive virtual reality space. In addition to reading and class presentations and discussion, there will be hands-on workshops and presentations by staff from gaming companies like Epic Games Inc. on the architecture of their gaming engines and design platforms. One of the expected outcomes of the course will be to prepare specifications for adapting Epic's gaming platform for design. Students will also beta test the software builds that will be developed from their specifications. And, yes there will be some game playing as well.

### **Course Format.**

Weekly seminar with periodic workshops and presentations by industry experts.

### **Course requirements.**

Class attendance and full participation in class projects.

Preparing wish list specifications for software development

Beta testing of software builds by game developers

Paper on the use of AVR in architectural design. Specific topics to be announced.

Course is open to upper class undergraduates and graduate student.