Designing games:
Structure, playability and intelligibility

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Abstract
As part of an experimental studio which takes a work in another medium (literature, cinema or painting) as a program for architectural design, students are asked to create three-dimensional games. The games mediate between a reading of the original work documented in diagrams, and the design of an architectural project aimed at the exploration of architectural language. In this paper the logical and formal structure of games is examined in greater detail to explore the interaction of structure, playability, and intelligibility in the creation of a morphic language.

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