#### **Syracuse University**

#### **SURFACE**

**Architecture Senior Theses** 

School of Architecture Dissertations and Theses

Spring 2020

#### **Alternative Americanisms**

Ella Michelle Arne

Follow this and additional works at: https://surface.syr.edu/architecture\_theses

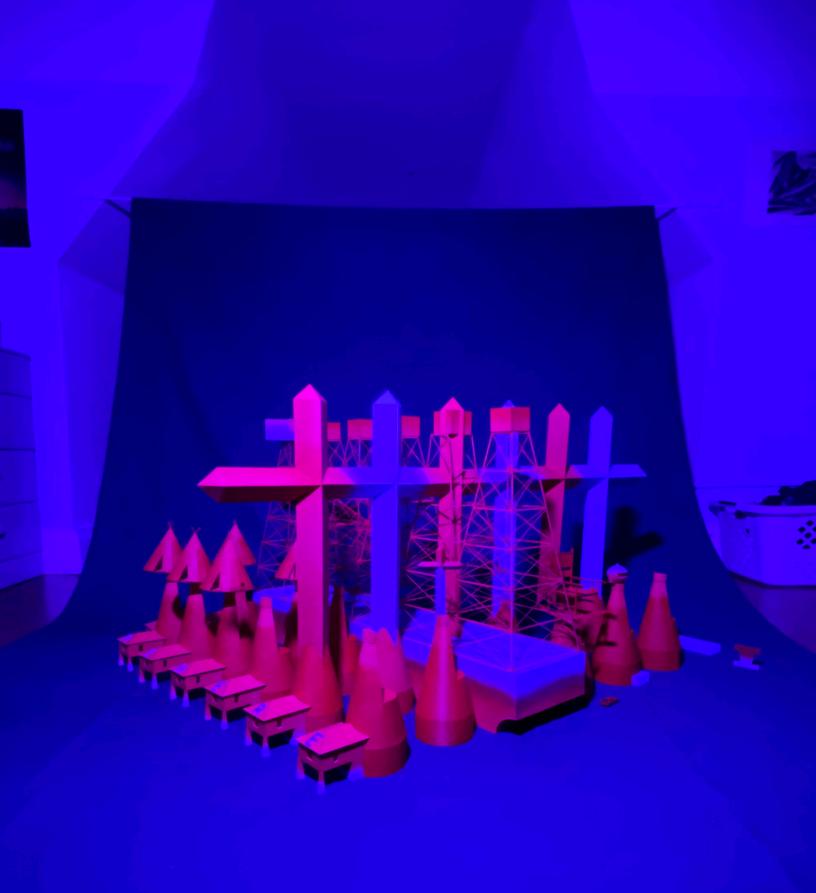


Part of the Architecture Commons

#### **Recommended Citation**

Arne, Ella Michelle, "Alternative Americanisms" (2020). Architecture Senior Theses. 482. https://surface.syr.edu/architecture\_theses/482

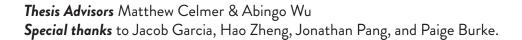
This Other is brought to you for free and open access by the School of Architecture Dissertations and Theses at SURFACE. It has been accepted for inclusion in Architecture Senior Theses by an authorized administrator of SURFACE. For more information, please contact surface@syr.edu.



ALTERNATE AMERICANISMS

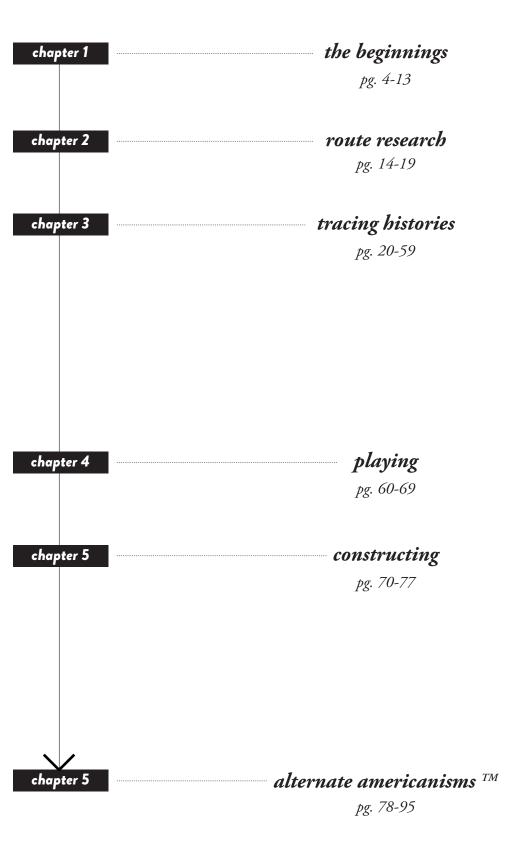
Ella Arne





This project investigates the circular influence of architecture, meaning, and place across the built American landscape of Route 66. It focusses on the route as a uniquely American invention, reflection, and now obsolete piece of cultural infrastructure.

### contents

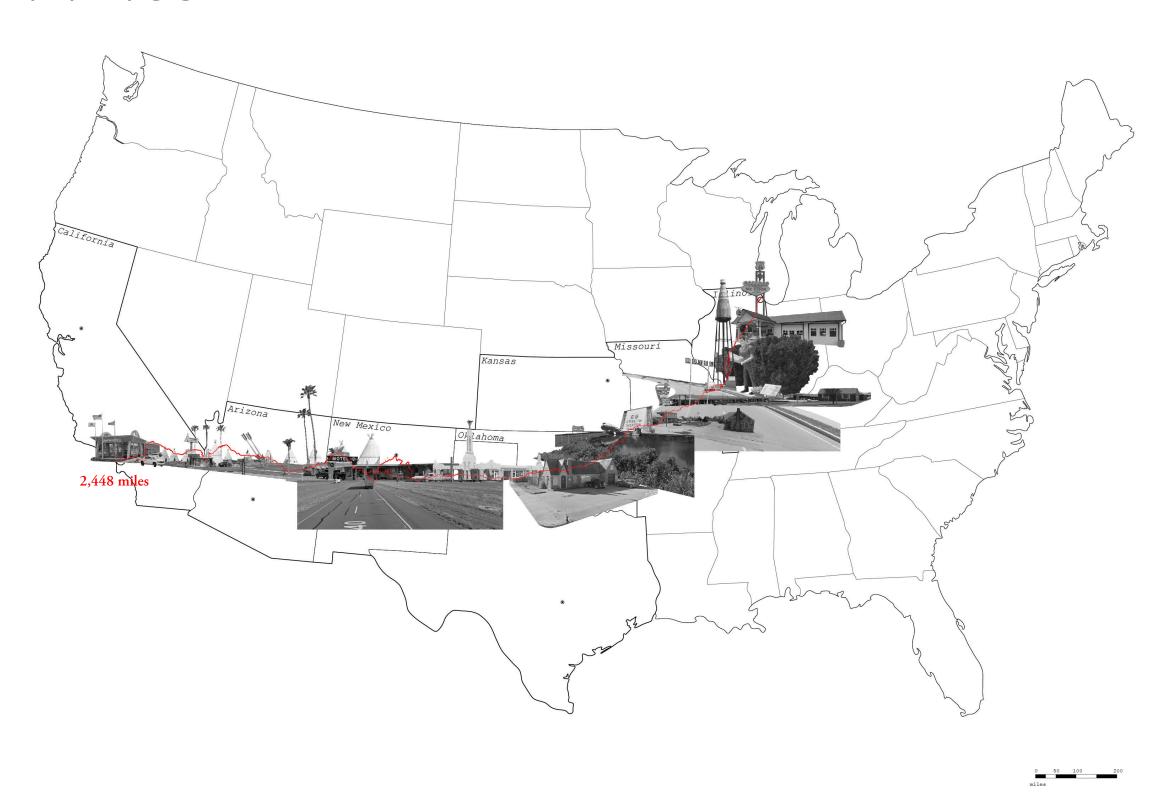


chapter 1 the beginnings

# chapter 1

# THE BEGINNINGS

This Route was established in 1926 as the most direct route from Chicago to LA. In those times it existed as a route to the "New Frontier" the "Wild West" and came to embody the freedom of the open road. Today it becomes a site to reflect on the American landscape.

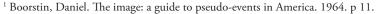


### **US 66**

The route produces realities which bring in to question the relationship between meaning and architecture. It has become a physical manifestation of mediated identities that's simultaneously constructed from and in turn constructing identity. Architectural objects on the route are built to represent an idea or place, and in turn contribute to the idea and identity of the place they created. This loop shows the agency of architectural objects in crafting our realities, histories, and collective identities.

The route contains objects of similar necessities (motels, gas stations, attractions, etc.) delivered in more extreme, exoticized ways through form, signage, and objects. They break up the monotony of the road with spectacles differentiating this place from that place. They represent an America built on pseudo-events<sup>1</sup>. That which expects ever more illusions and fantasy, which glorifies the freedom of the open road. An America defined by the boom of the mass culture industry in the 19th and 20th centuries that ushered in scenic spectacles along American landscapes. The sites capitalize on "natural" or constructed novelty to sometimes overwrite culture and history in favor of exotic fantasies<sup>2</sup>. In some cases they present romanticized, idealized versions of the past that conflate the American landscape into an iconographic self-referential image<sup>3</sup>, the places become meaningful because they say they are and become repeated and believed to be. In other ways they celebrate everyday objects to give a visual and physical

"Road narratives do not depict Route 66 so much as they play an important role in creating it."4



<sup>&</sup>lt;sup>2</sup> Tenneriello, Susan. Spectacle Culture and American Identity 1815-1940. 2013. p. 6.



















































<sup>&</sup>lt;sup>3</sup> Wood, A.The Best Surprise Is No Surprise": Architecture, Imagery, and Omnitopia Among American Mom-and-Pop Motels. 2005. p. 407

<sup>&</sup>lt;sup>4</sup> Nodelman, Reading Route 66. 2007, pg. 165.

<sup>&</sup>lt;sup>5</sup> Ibid., pg. 165.

chapter 1

The built environment determines much of history through physical reality. The sites preserved today are owned by those who have vested interests in them physically, economically, historically, or culturally. Oil, cars, and road infrastructure continue to define an auto-centric culture as people become ever more dependent on cars. Today, these architectural objects sit innocently on the landscape, covering their complex histories and power networks that lead back to the power relations of the dominant government administration.

In a game which reflects reality and the systems at play, the architectural objects become the characters, and the players act through these characters to understand the impact of one decision on the entire physical landscape. It produces endless alternate histories and futures to critically reflect on the American narrative through Route 66. This reveals the tangible agency of architectural characters in crafting our environment through meaning, culture, and identity, and speculates on the ways we can operate within these

Alternate Americanisms.

"We cannot separate Route 66's physical and imaginative dimensions, as all such highways are fields of relations that only exist to the extent to which they narrate and are in turn repeatedly narrated."5

#### **OKLAHOMA**



















#### **TEXAS**







the beginnings













































chapter 1 the beginnings

### the claims

# the questions

Architecture is actively crafting reality, culture, and identity. It is simultaneously constructed from and constructing meaning.

How are roadside American architectures on Route 66 active players in telling American narratives and identities?

Route 66 exists as an American invention, cultural manifestation, and now, ruin.

What and who's "America" are the objects on the route defining?

Today, the objects on the route sit innocently on the landscape, covering their complex histories and power networks that lead back to the dominant government administration.

----

Can these objects be used to react to the complex power networks that built them to speculate possible futures?

### statement

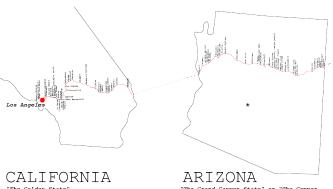
Objects on Route 66 are the protagonists in crafting realities, identities, and narratives of the American landscape. They are simultaneously constructed from and constructing meaning.

# chapter 2

# ROUTE RESEARCH

The route was cataloged from its "starting" point in Chicago IL to its "end" in Santa Monica, CA. A linear sequence through eight states with a variety of landscapes, climates, and regions. Its linear sequence strings together pieces of the American landscape to create one uniquely "American" experience.





"The Golden State"
285 miles of US 66
40 cities on Route
pop: 39.6 million ppl
100 cities
largest city pop: Los Angeles @ 4 million
present day I-40
land: 155,959 ng mi



#### OKLAHOMA

"Native America" or "The Sooner State"
532 ml
45 cities on Route
pop: 3.9 million ppl
85 cities
largest city pop: Oklahoma City @ 644,000
present day \_\_\_\_\_
size: 68,667 sq mi

"The Grand Canyon State" or "The Coppe State"
359 miles of US 66
37 cities on Route
pop: 7.2 million ppl
98 cities
largest city pop: Phoenix @ 1.7 mill
present day 1'40



#### KANSAS

TVAINOAD
"The Sunflower State"
11 mi
3 cities on Route
pop: 2.9 million ppl
45 cities
largeat city pop: Wichita 0 390,500
present day
land: 81,759 sq mi

#### NEW MEXICO

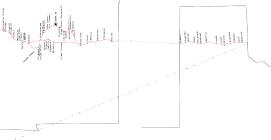
"The land of Enchantment"
375 miles of US 66
52 cities on Route
pops 2.1 million ppl
85 cities
largest city pop: Alberquerque 8 558,500
present day I-40
land: 121,357 sq mi



#### MISSOURI

"Show Me State"

294 mi
65 cities on Route
pop: 6.1 million ppl
97 cities
largest city pop: Kansas City @ 500,000
present day 155
size: 68,886 sq mi



#### TEXAS

THAND
"The Lone Star State"
176 mi
14 cities on Route
pop: 28.7 million ppl
100 cities
larquet city pop: Houston @ 2.4 million
present day
land: 261,797 sq %



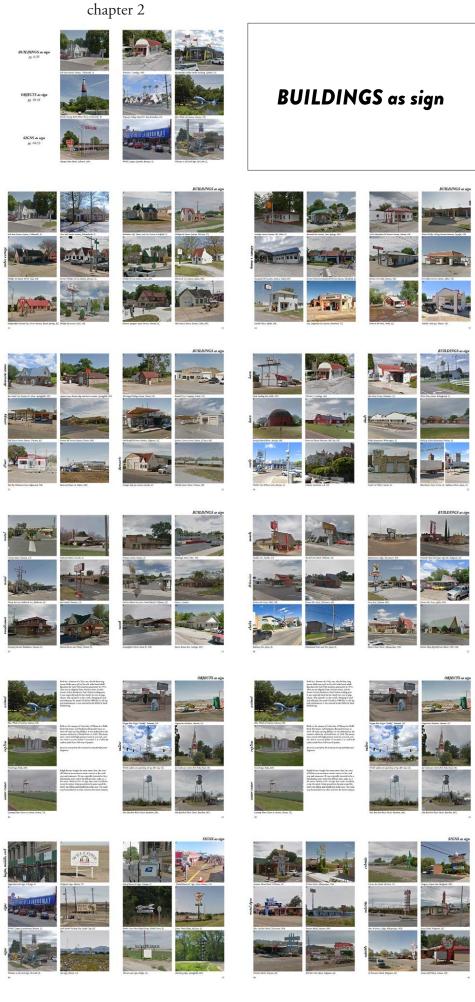
### ILLINOIS

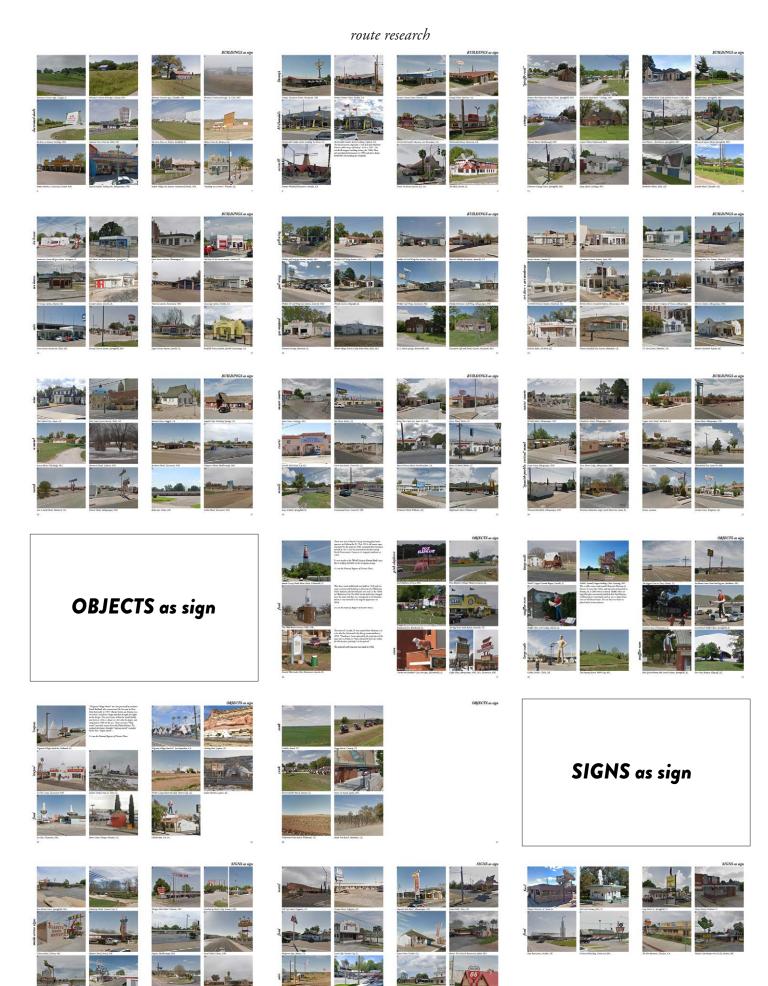
"Land of Lincols"
297 mi
58 cities on Route
pop: 12.7 million ppl
100 cities
largest city pop: Chicago
0 2.7 million
present day I-55
land: 57,918 ag mi



# catalog

All Architectural objects are signs which signify meaning to someone through systems of interpreted relationships. A majority of the objects on the route today were cataloged and organized by signifying their meaning as a building, object, or sign. Other emerging signifiers come from the character of some of the objects catalogued. Character which evokes sensation, associations, produces a specific space or time, or suggests meaning through form.





# typologies

### building as sign.









x 9

x 5









x 11

x 8



food





sign as sign.

world's largest + tallest + sunk



object as sign.

largest *x* 2 tallest x 6



PINK ELEPHANT



x 15



water tower

'teepees'

x 6

x 4



western theme motel



*x 7* 

x 20

x 6

barns





ice box gas

gull wing gas

art deco + moderne gas





(former +) Denny's

(historic) McDonald's



- AL

'spanish pueblo revival'

castle



















decorated sheds



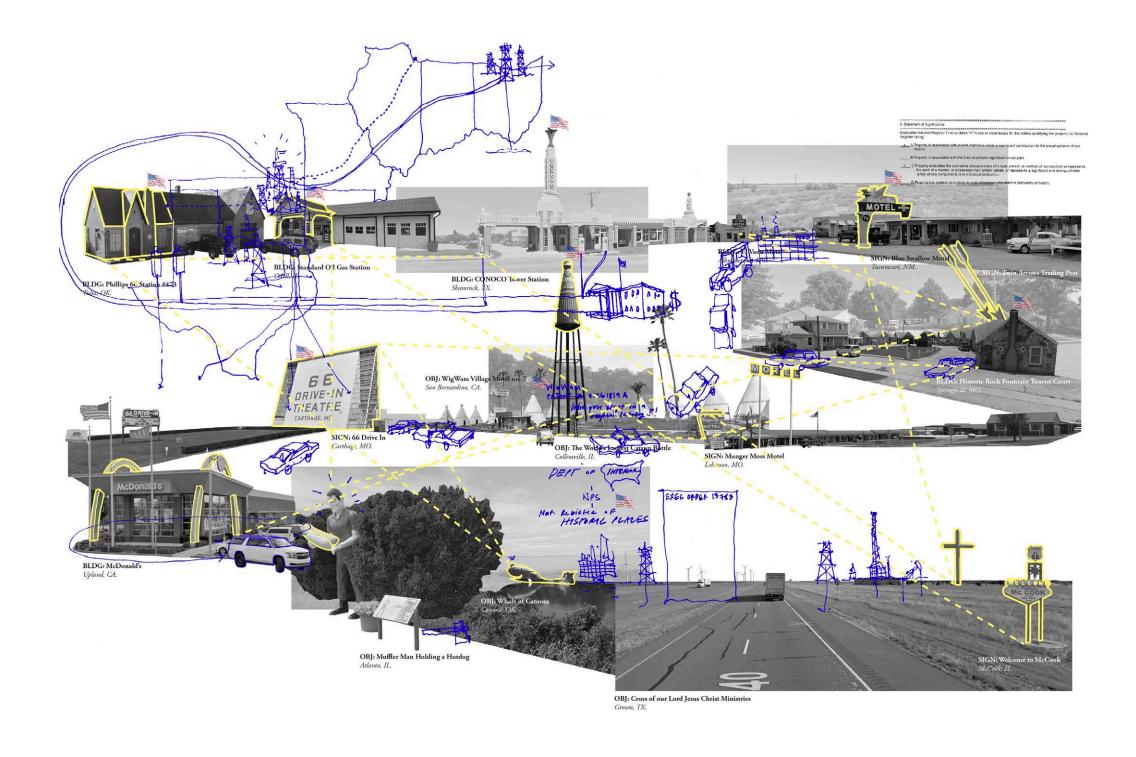
x 12





# chapter 3

# TRACING HISTORIES



"It is in fact possible to retrace an evocative story of power and conflict in the making of the American nation while travelling along 66."

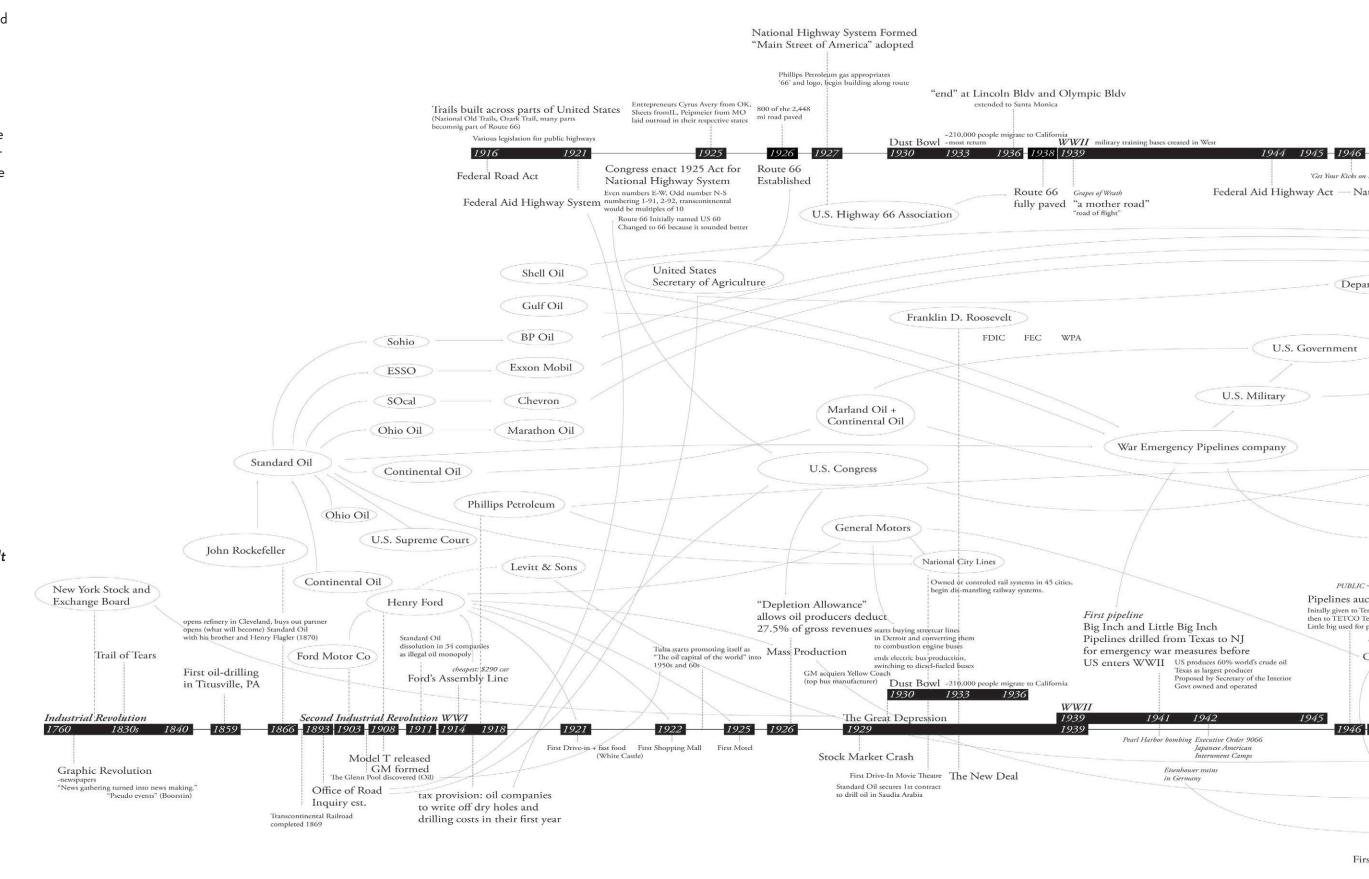
Nodelman, Reading Route 66, pg. 173.

chapter 3

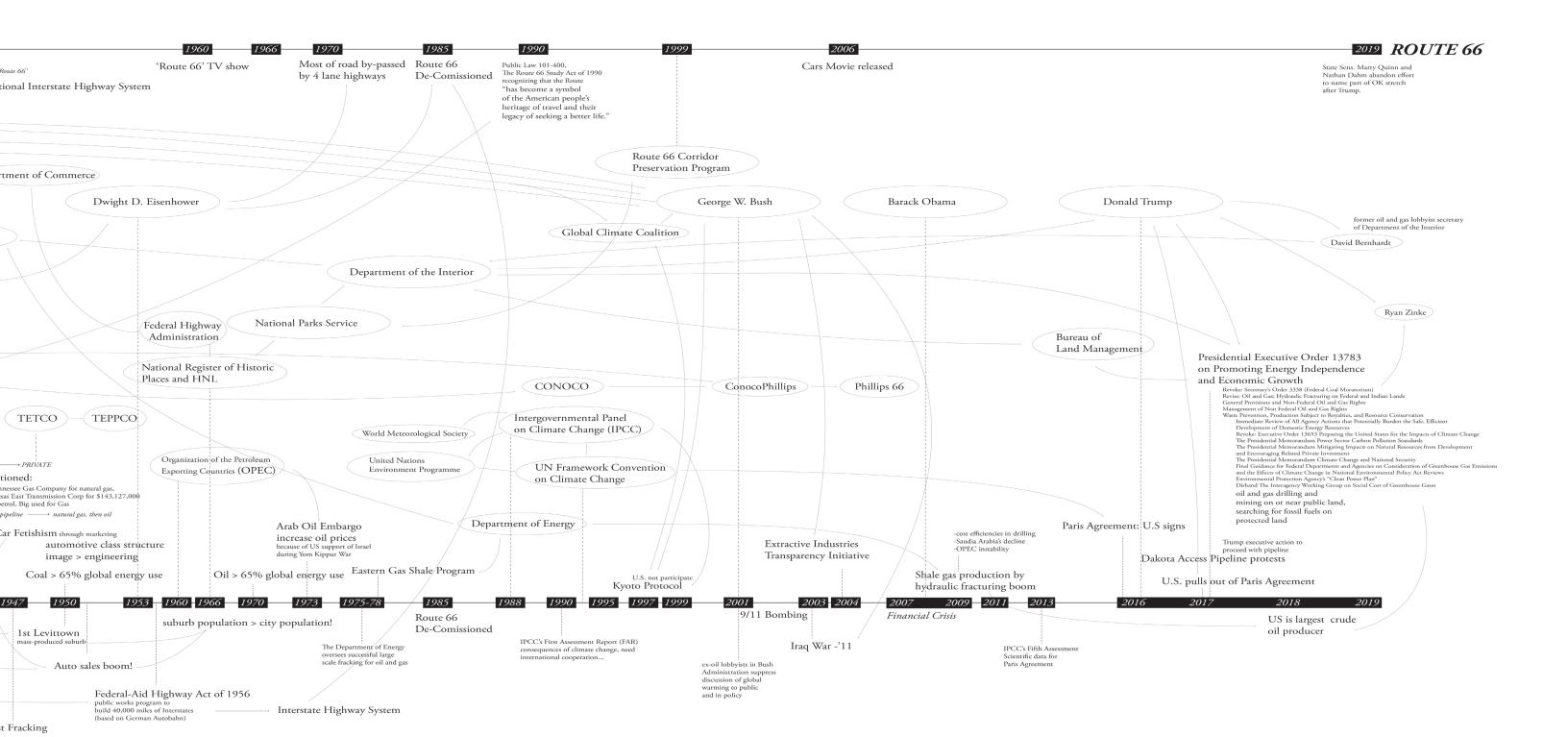
# catalog

The sites preserved today are owned by those who have vested interests in them economically, physically, historically, or culturally. A majority of events and actors trace back to the rise of oil powers and popularity of the car. The route reached its cultural peak in postwar 40s, 50s, and into the 60s because of the intensified mass consumer culture following the war, and the auto boom of the early 20th century, which helped spread the population from the city to the suburbs. American car culture was both a result of and propagator of the rising oil powers of the 20th century. The route's demise leads back to Eisenhower's Federal-Aid Highway Act which built 40,000 miles of Interstates, bypassing the route and leading to its decommission in 1985. In the late 90s historic preservation programs, began to preserve the sites they deemed significant to American history.

Who are these sites being preserved for? How can we investigate the built American landscape of Route 66 to understand the construction of American identity?



tracing histories



16 objects on the route were selected as key players They appear chronologically starting from the 1930s-2010s.

chapter 3





Blue Swallow Motel, Tucumcari, NM.



Wigwam Motel 7, San Bernadino, CA.



Muffler Man with hotdog, Atlanta, IL.



Standard Oil Gas Station, Odell, IL.



Twin Arrows Trading Post, Flagstaff, AZ.



Catsup Water Tower, Collinsville, IL.



Blue Whale of Catoosa, Catoosa, OK.



CONOCO Station, Shamrock, TX.



Rock Fountain Court, Springfield, MO.



66 drive-in theater, Carthage, MO.



The Biggest Cross in Texas, Groom, TX.



El Vado Motel, Albuquerque, NM.



Munger Moss Motel, Lebanon, MO.



McDonald's golden arches, Upland, CA.

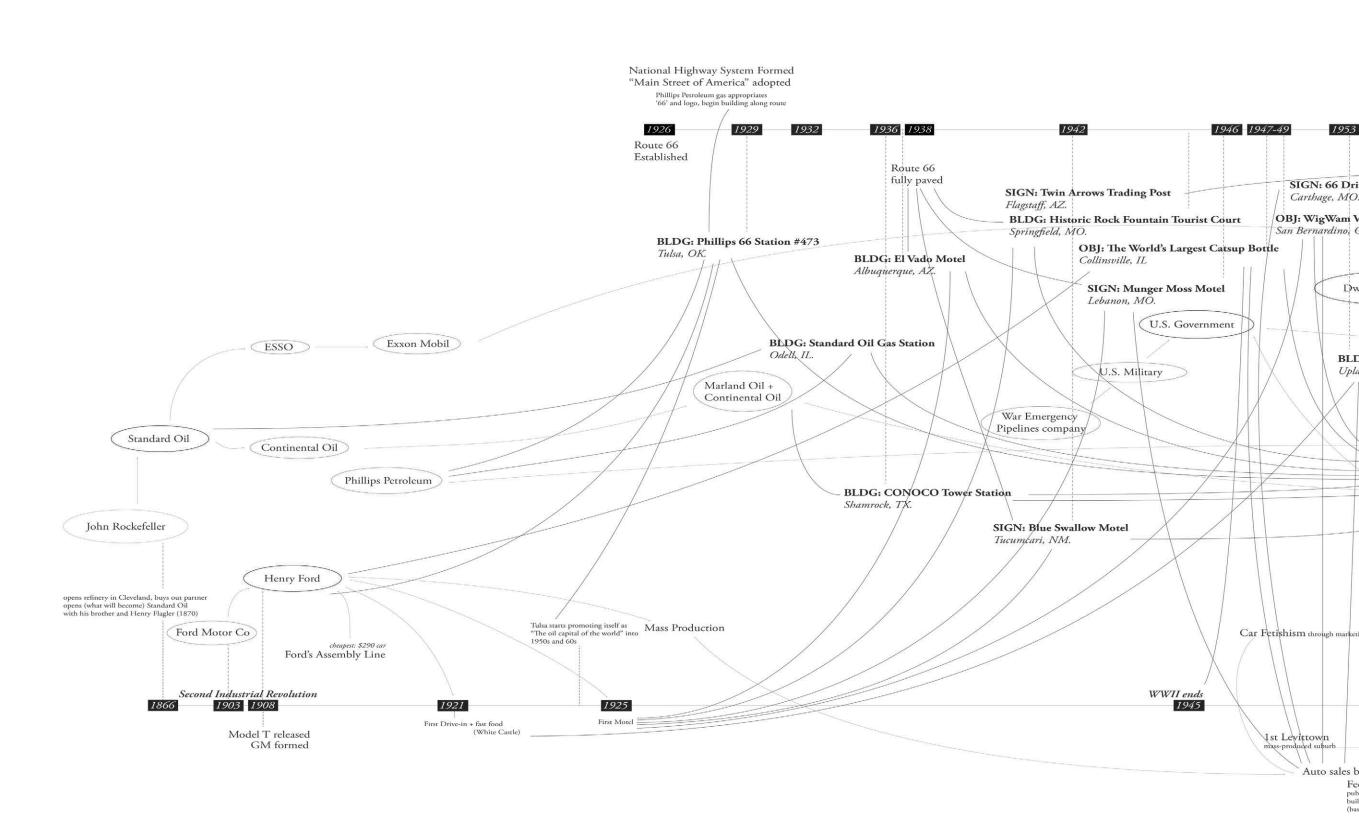


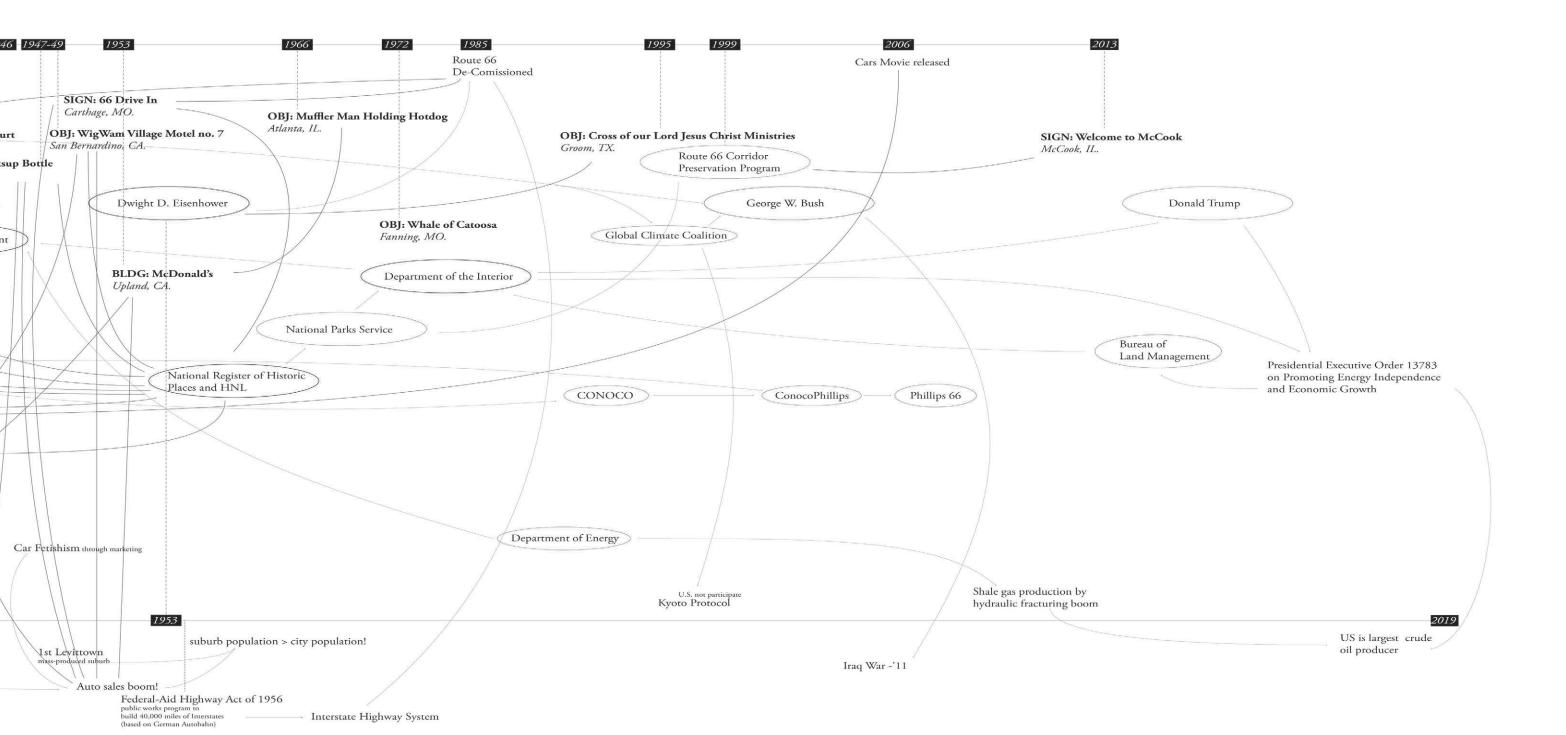
Welcome to McCook Sign, McCook, IL.

The histories of these seemingly innocent objects were traced to find that their main interest groups were oil, cars, and US gov administration. The capitalist agenda of oil powers, incentivized by the government, created an America that saw cars at the center of national identity. In looking at the preservation aspect, the National Register of Historic Places, responsible for preserving property deemed significant to American history is under the Department of the Interior.

Who's deciding what America to preserve?

chapter 3 tracing histories

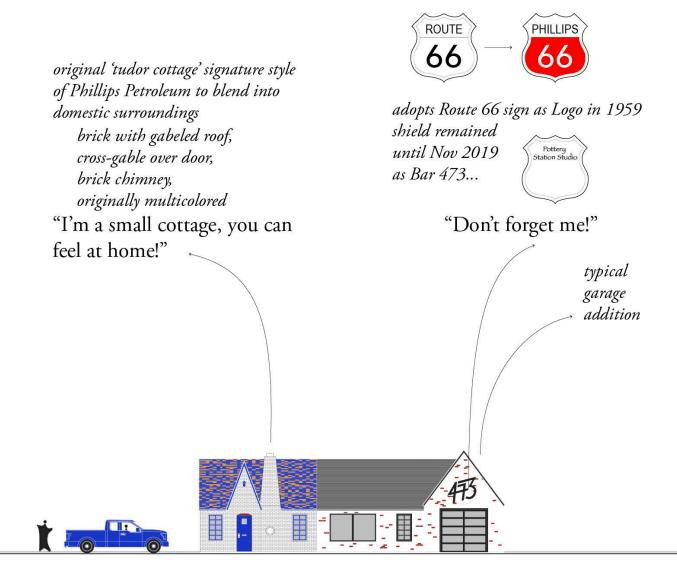


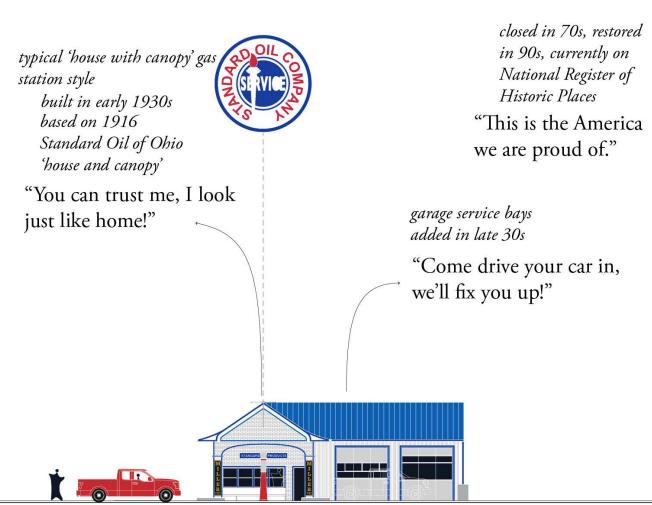






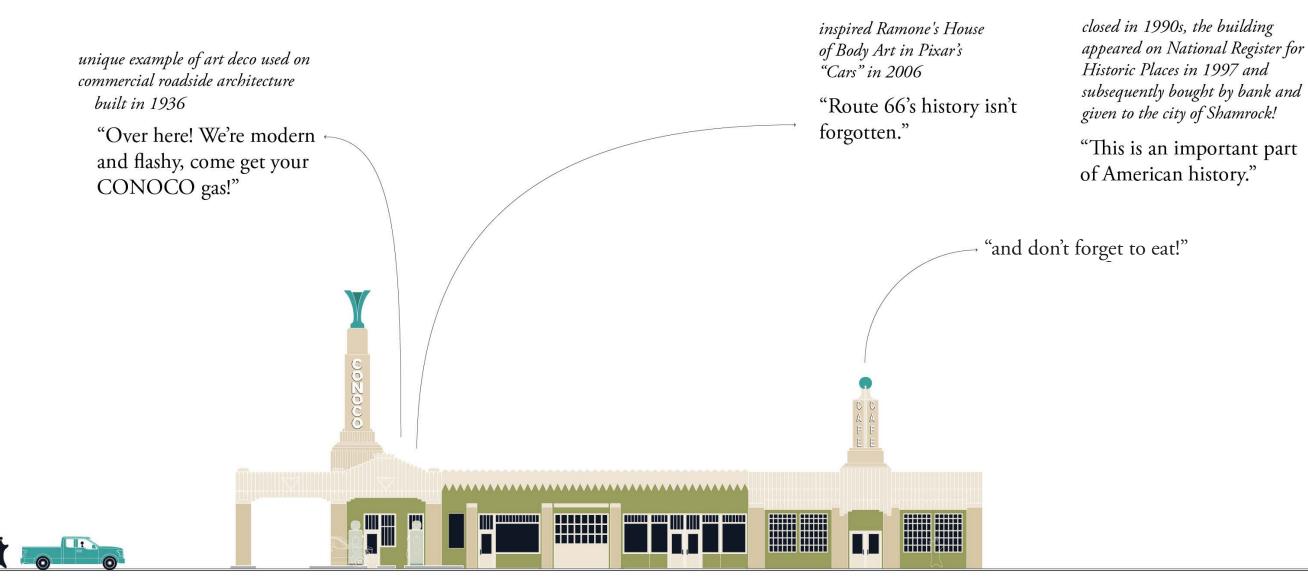








CONOCO Tower Station Shamrock, TX.

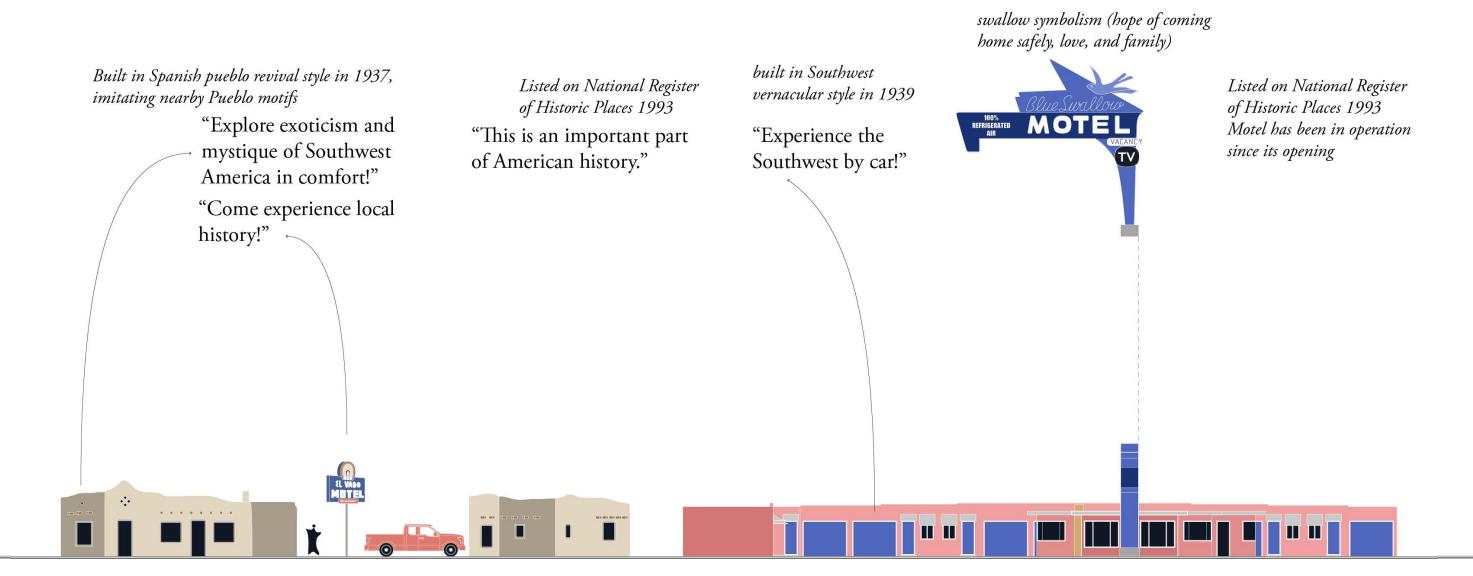


sign added in 50s









El Vado Motel

Albuquerque, NM.



Twin Arrows Trading Post Flagstaff, AZ.

built in 1940s, thename change was inspired by nearby town of Two Guns,

"Come get souvenirs and exotic goods!"

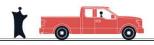
abandonned in 1995 buildings in ruined state arrows built to attract visitors to trading post land currently owned by Twin Arrows Navajo Casino, who restored the arrows in 2009

"We are in Native American territory, come check us out!" -



TWIN ARROWS TRADING POST







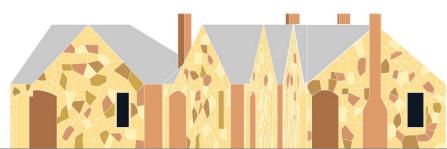
Rock Fountain Tourist Court Springfield, MO.

'cottage style' tourist court opened around 1945, frame construction with masonry veneer of various types of vernacular Ozark sand stone construction

"Your home away from home!"

Listed on National Register of Historic Places in 2003 today they are Melinda Court Apartments, a long-term rental property





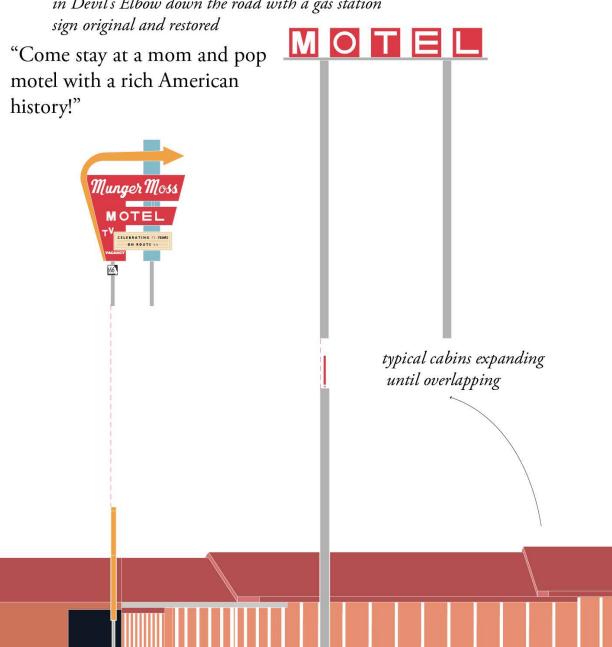




Munger Moss Motel
Lebanon, MO.



built in 1946, continuously operating
built by owners of Munger-Moss Sandwich Shop
in Devil's Elbow down the road with a gas station
sign original and restored



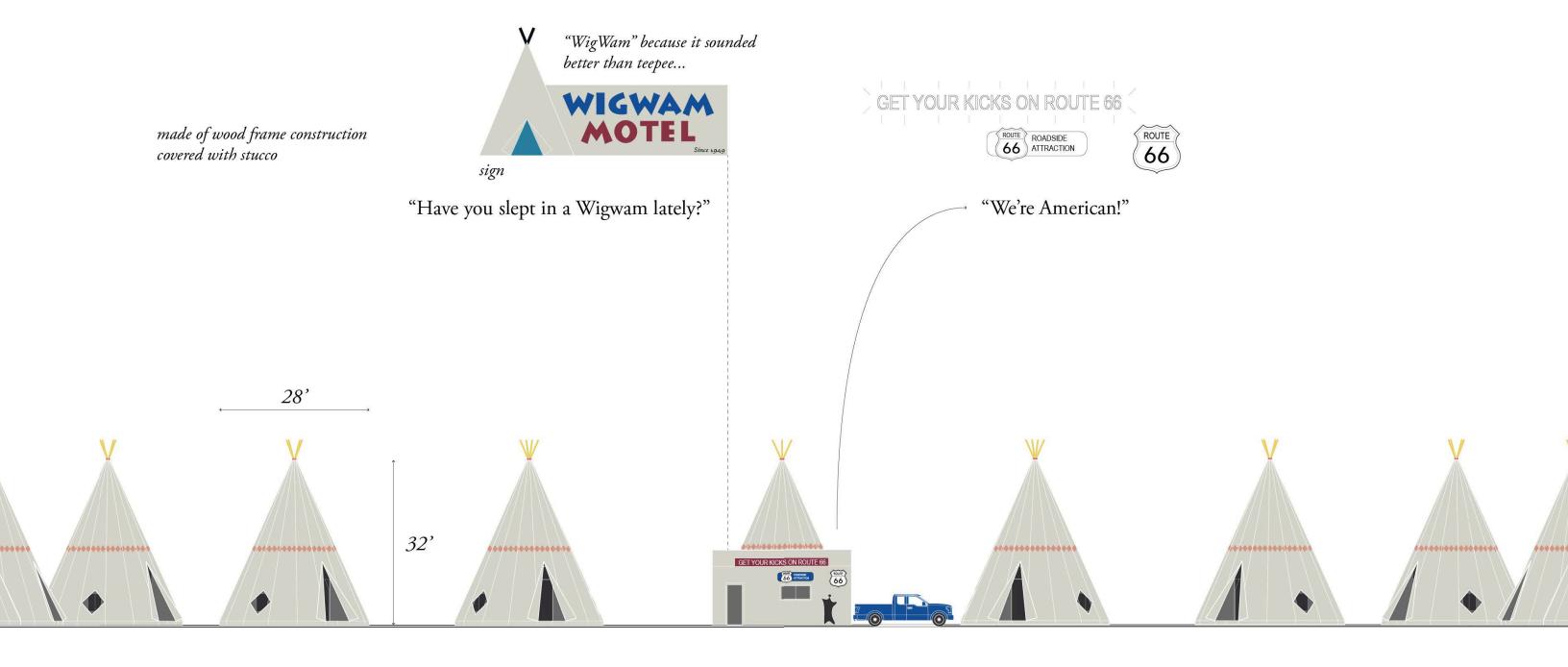
building patented by Frank Redford, constructed in Kentucky in 1937. Chester Lewis bought rights and built in the West, this was the last village built.

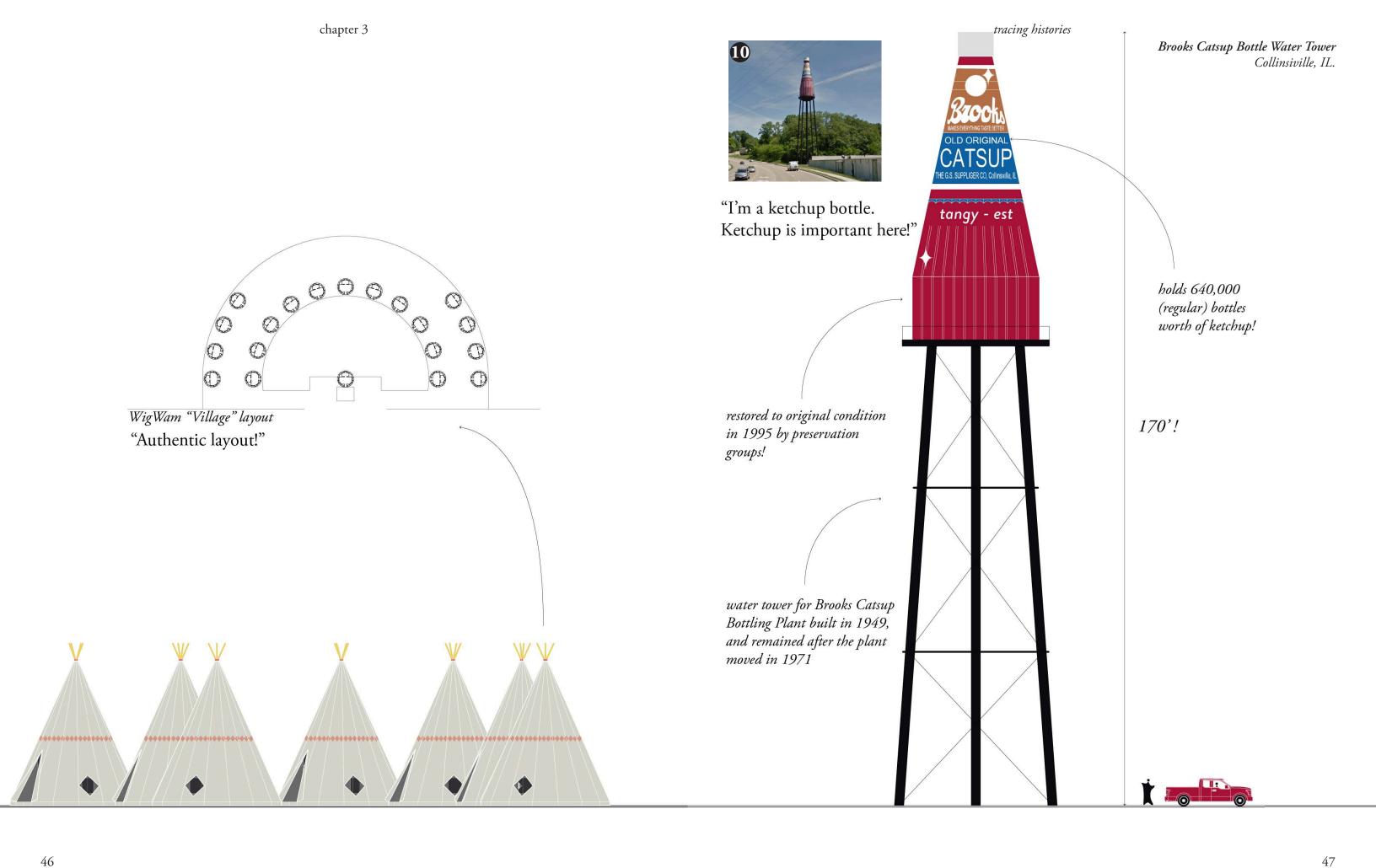
"Come experience part of American history!"

\*\*\*\*\*\*\*\*\*

\*\*\*\*\*\*\*

-----







66 Drive-In Theatre Carthage, MO.

opened 1949 in the post-war, auto-centric boom
"I am a Drive-In Theatre on Route
66, come watch a movie!"

66 DRIVE-IN
THEATRE

closed 1985 due to unpopularity, reopened in 1997, listed on National Register of Historic Places in 2003

"50s Nostalgia"







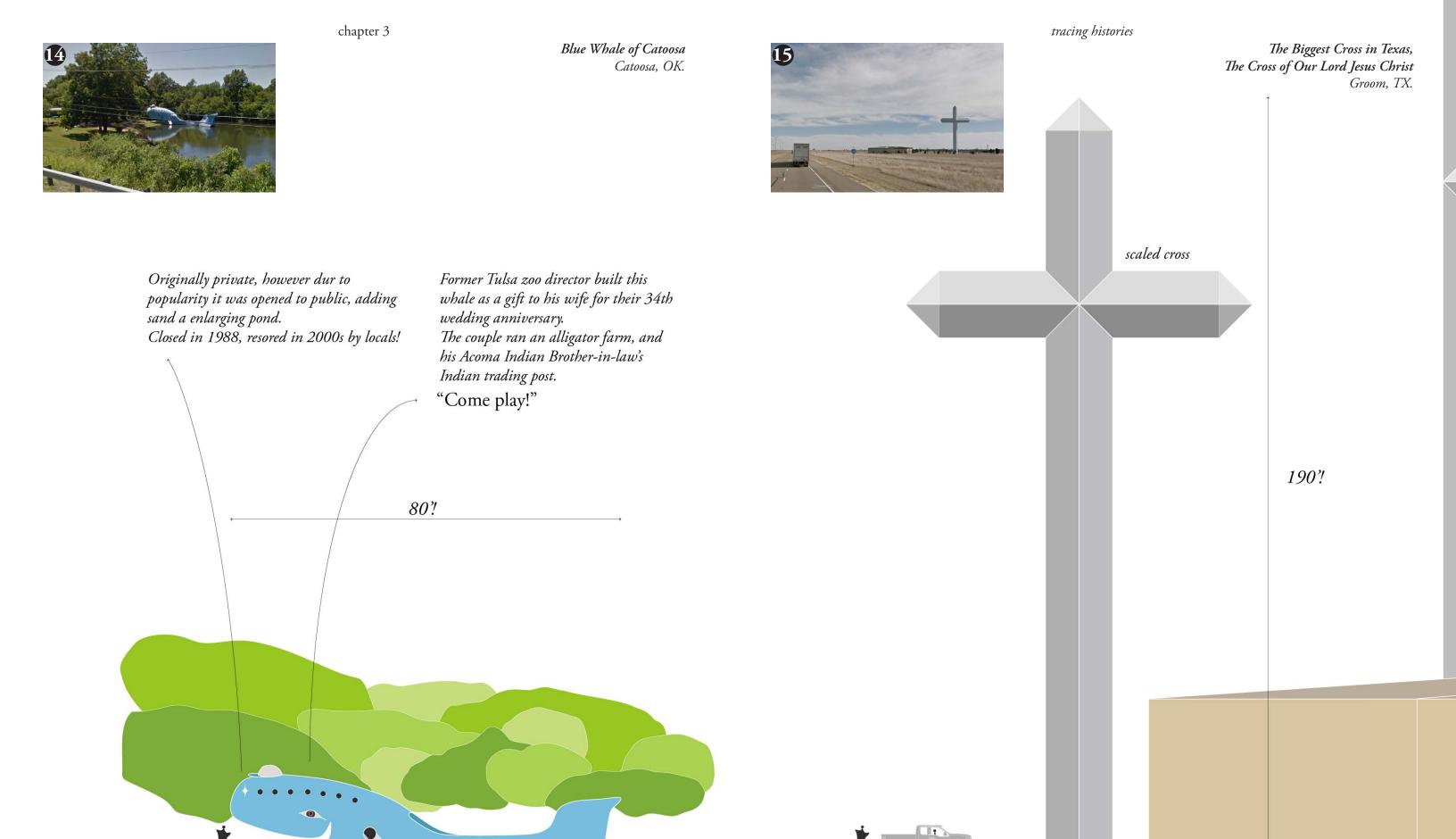


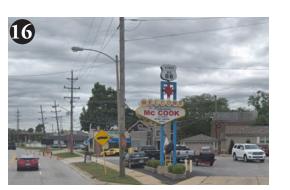
customers to the McDonald brothers revolutionary "speedee service system" (fast food). The 25' parabolic "golden arches" were born in the 50s, eliminated from buildings in 1960s, drive-thru added later and now mainly survive in the logo's 'M'. "Come through the Golden Arches!"

The building was designed with the idea of arches to attract

\*not Paul Bunyan for copyright purposes Fiberglass structure modeled after folklore giant, usually replacing his axe with mufflers, here he holds a hot dog. Many "Muffler Men" appear across the U.S. selling various things. "I'm an courageous strong American!" - Paul Bunyon\*

formerly located in Cicero, IL outside Bunyon's Hotdogs before closing in 2003 "The best hotdogs!" 19"!





originally intended to be a spiritual billboard (because upset by the surrounding "adult entertainment" ads), the cross ministries ended up building the largest cross in Texas in 1995
"RELIGION!"

chapter 3

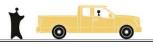
built in 2013 in a town of 200 to draw on route 66 history and associate itself with the Welcome to Fabulous Las Vegas Sign "Welcome to our fabulous city!"



"Don't forget...Route 66!"



says Welcome on both sides...



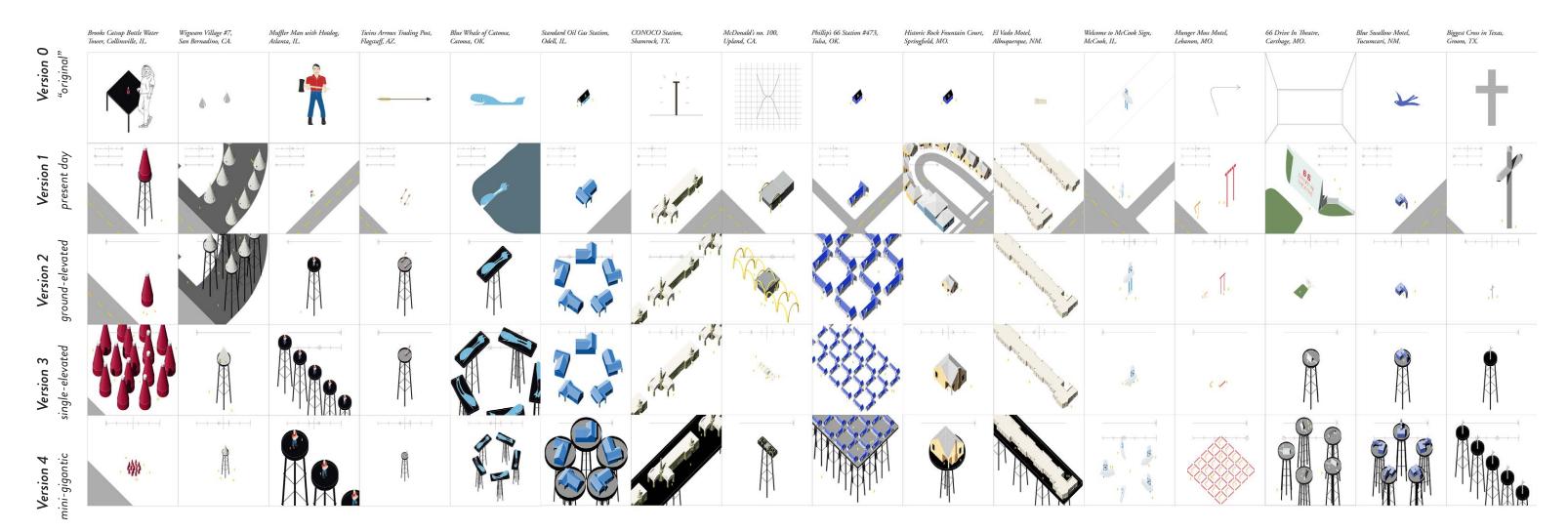
# learning from route 66



# operation testing

These operations transform the 16 objects to heighten and understand the effect and meaning they produce. They become iterations, versions, translations of the originals, much the like the copying and simulating effect in the Route. Based on the way these objects exist on each spectrum today, the qualities are flipped.

objects as sign buildings as sign signs as sign

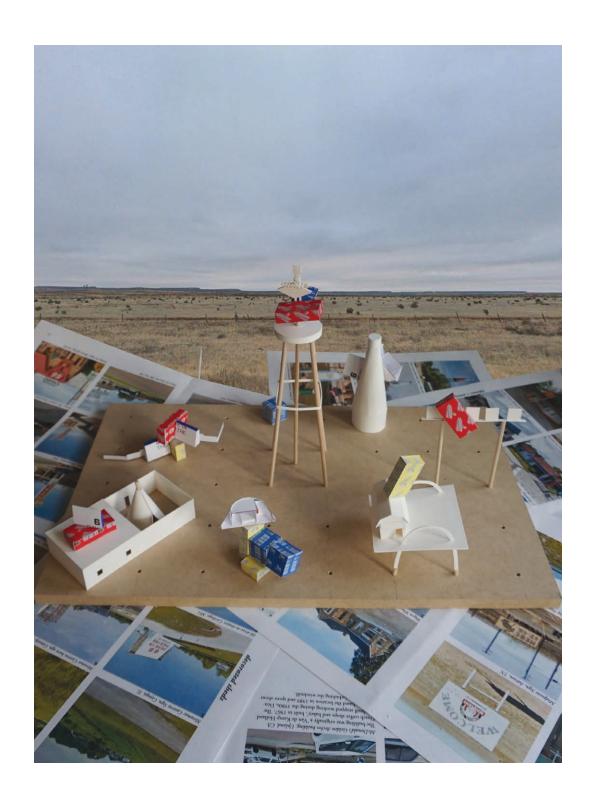


# chapter 4

# PLAYING

Departing from the research, with

an interest to simulate how architectural objects construct realities, narratives, and identities, the researched systems are used to make a game that would generate endless variations and Alternate Americanism objects. A world with rules as idiosyncratic as those of Route 66 to transform architectures on the route in an Americanish place that plays out a new history each time. With architecture and meaning being closely tied to their historic contexts, the game allows us to alter historical timelines to create an alternate histories which can be traced in the architectural objects produced. The goal is to reveal the agency of architectural characters in actively crafting our environment through meaning, culture, and identity and speculates on ways we can operate within these Alternate Americanims. A series of games were made to get at these questions:



"In play there is something "at play" which transcends the immediate needs of life and imparts meaning to the action. All play means something." include?

\*\*Johann Huizinga, Homo Ludens\*\*

chapter 4 playing

# take 1

How does rearranging and recombining objects changes their meaning or the place they create?



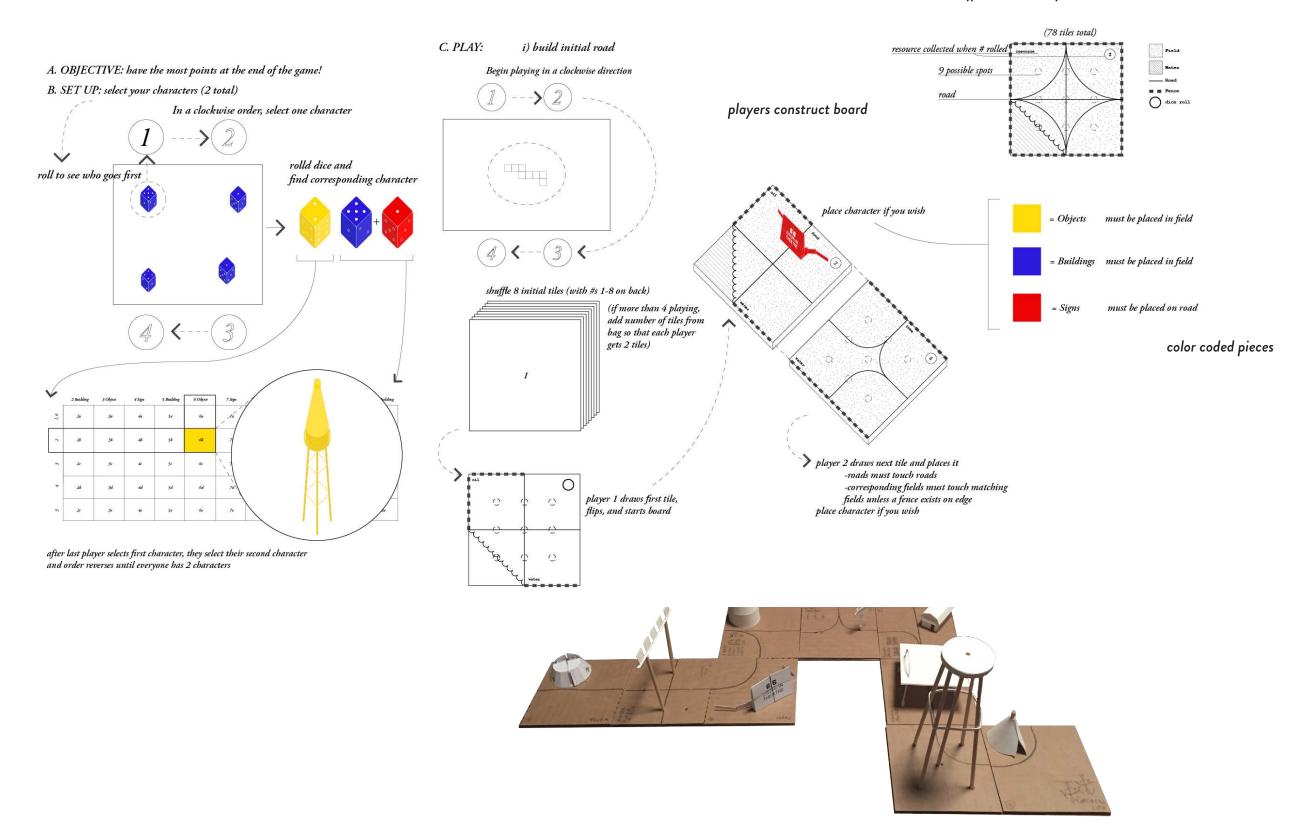




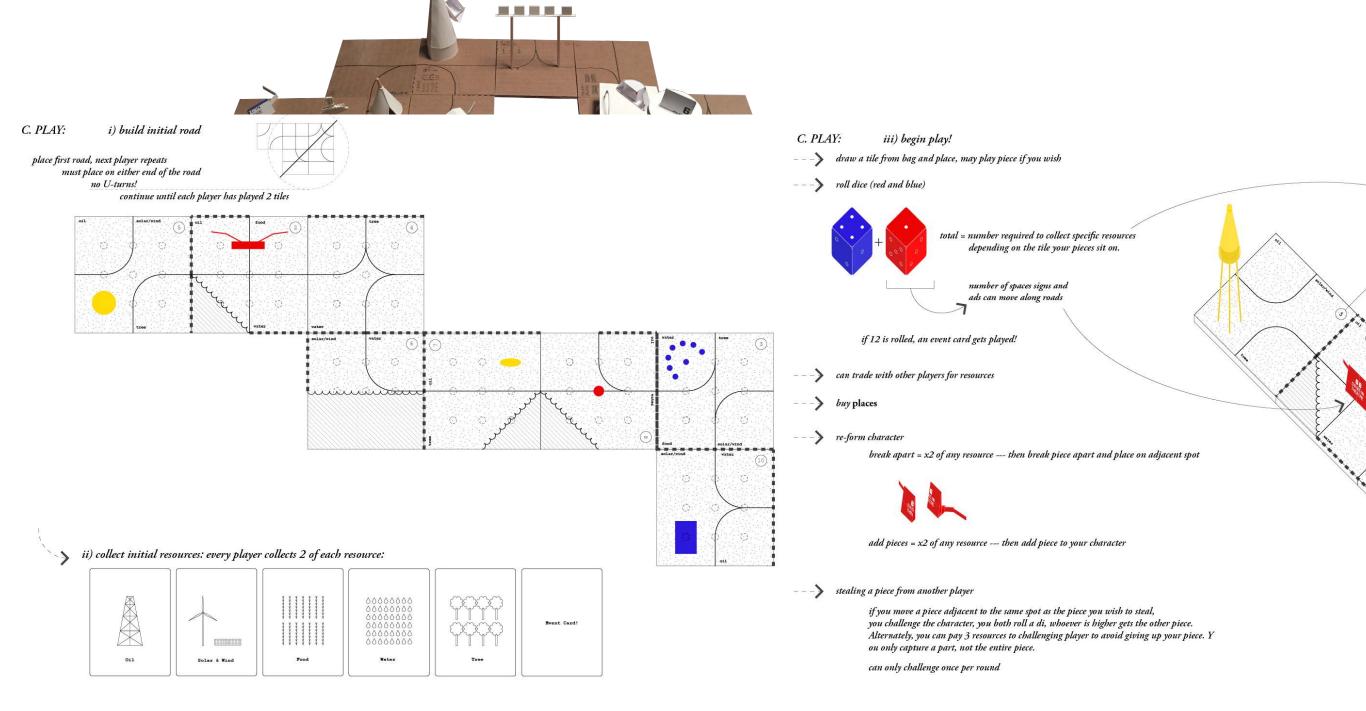
### take 2

How can constructing landscape through tiles and characters be a way to both simulate and construct variation places?

#### tiles with different landscapes and roads and resources



### take 2



collect resources and build the landscape

#### pieces recombine











if you have a piece in a field on this tile, collect the resource the piece sits on

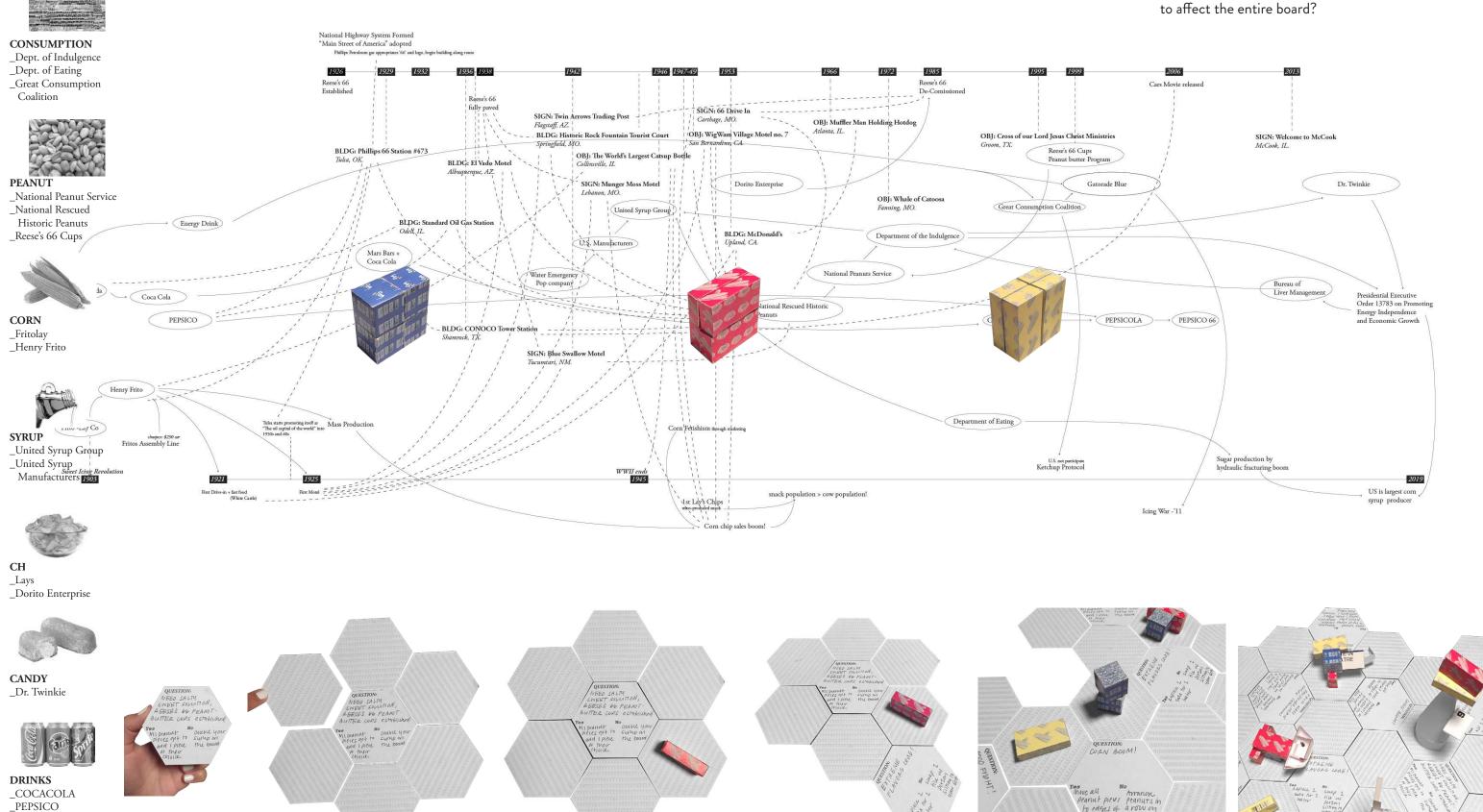
Solar & Wind

chapter 4

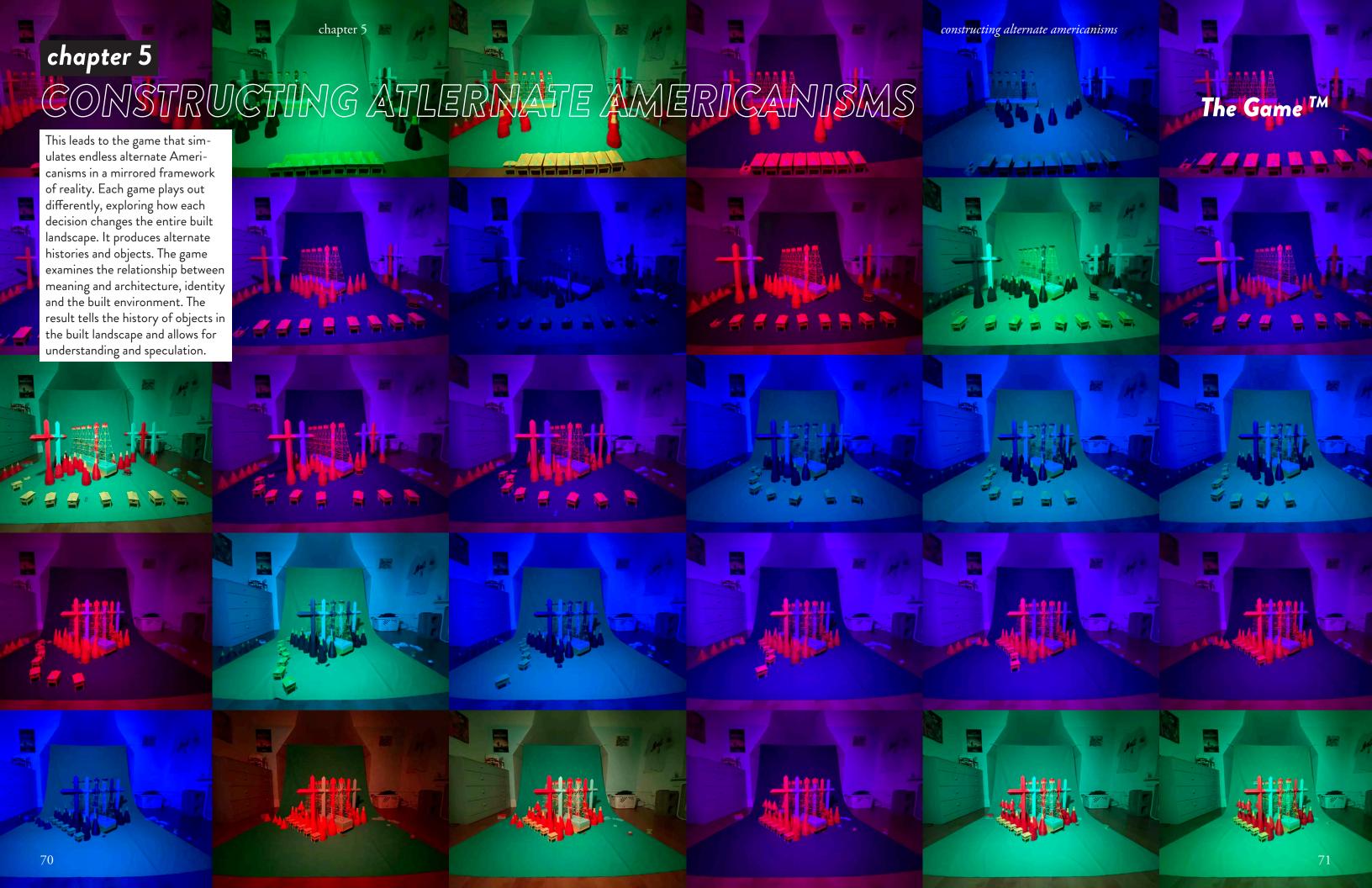
### take 3

playing

How can historical events and outcomes be translated to affect the entire board?

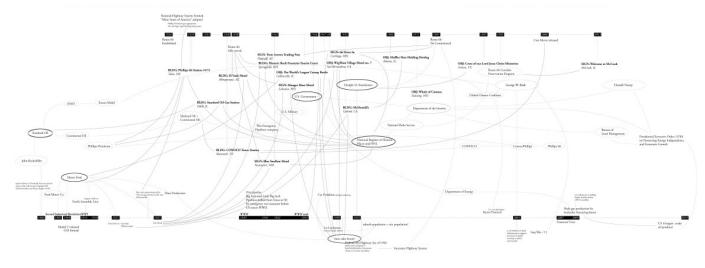


\_Water Emergency Pop Company \_Energy Drink

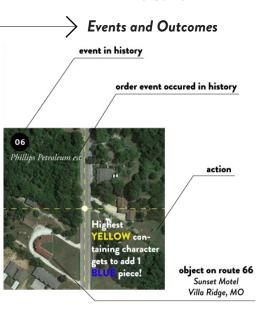


#### The Game

#### A. Historical Events



The major historical events that impacted the objects on the route are listed chronologically on the game tiles. Each tile has an event with an action that happens when a character lands on the tile. The tiles are shuffled and drawn in a random order each game, producing alternate timelines.





National Register of Historic Places Route 66



blue

Dwight D. Eisenhower U.S. Interstates Auto Boom



#### B. Object on US Route 66



ightarrow Character and pieces

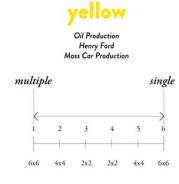
> Translations

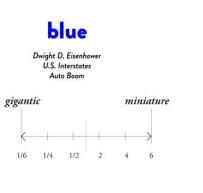


characters

C. Operations







The operations of the route are used to translate the objects on the route into the characters and pieces based on underlying, overlapping interest groups.

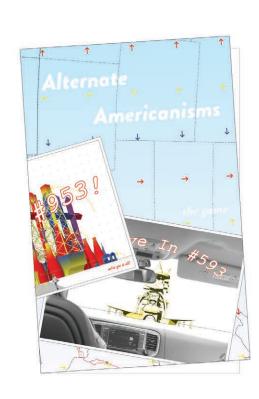
pieces

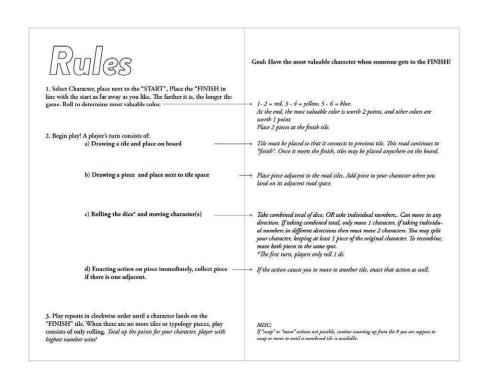
chapter 5 constructing alternate americanisms

## the game

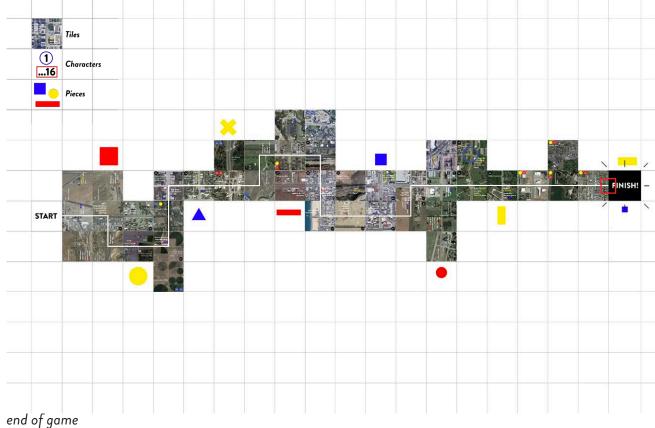
The game is made of 3 main components: the tiles which construct the landscape, the characters which play out and create new histories, and the pieces which construct these new realities.

The goal is to construct the board tile by tile from start to finish. You play through the character moving from piece to piece, playing out different historical events which affect the board. Each game creates a new timeline, and produces objects that reflect these alternate histories and new sets of associations, relationships, and narratives.









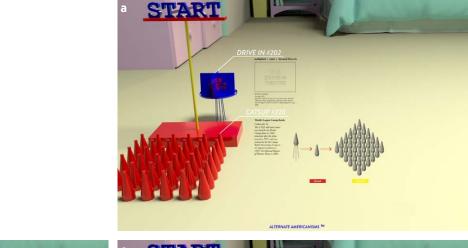
chapter 5

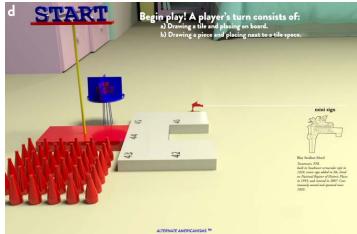
### constructing alternate americanisms

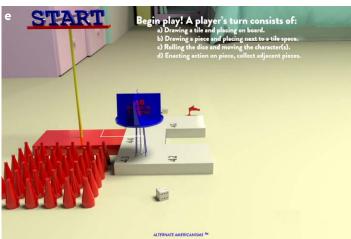
## the game

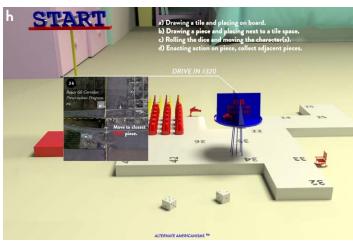
This shows the game being played out step by step.

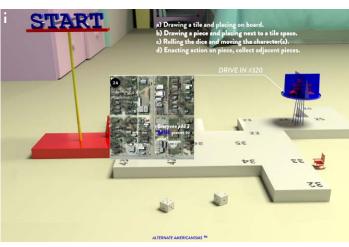
The game exists digitally as an augmented reality game where the world of the game and real life can coincide and allows for the game to be played in varying environments.

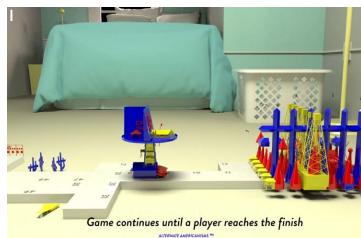


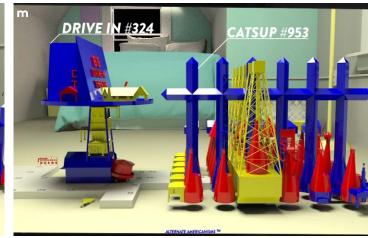


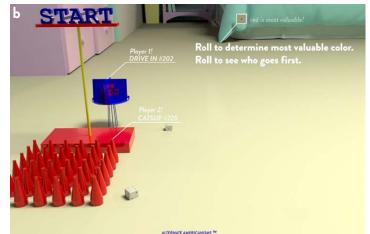


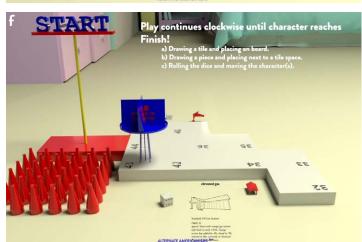




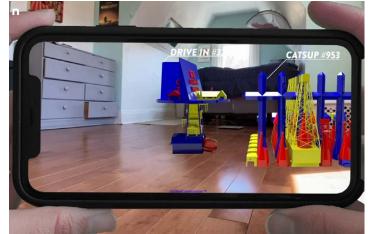


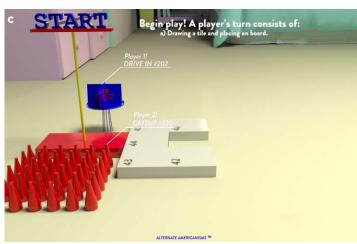




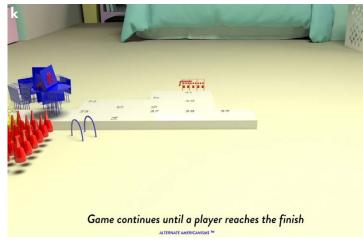














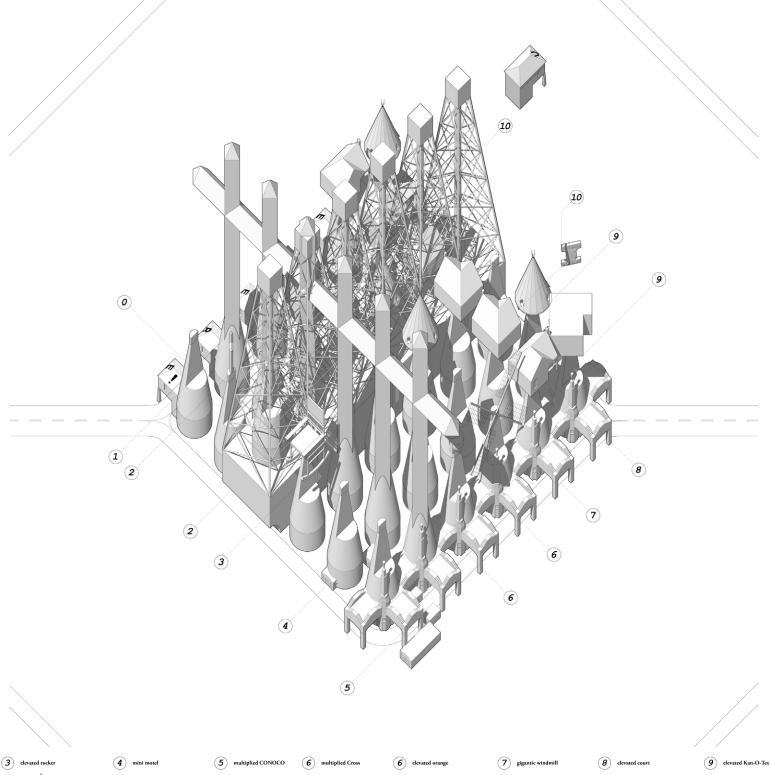
77

chapter 6 alternate americanisms

## chapter 6

# ATLERNATE AMERICANISMS







words Largest Cassup bottle
Collinswille. It this i Y0 ft, tall water tower was
built for the Brooks Cassup plant
in 1949, remained after the plant
moved in 1971, and was restored
by the the Catsup Bottle Preservation (roup to its original condition in 1995. On National
Register of Historic Places in 2002.



Biggest Cross in Texas Inggest Closs II Esas Groom, TX. This 190' cross built by Steve Thomas of Cross Ministries in 1995. It was originally going to be a spiritual billboard due to "adult advertisements" from the increased traffic on adjacent interestate.



OK's Tallest non-operating Oil Rig ER City, OK.
One of 3 rigs designed to drill wells for nuclear bomb testing in 1969 in Tulsa.
Eventually used for conventional oil drilling, then donated in '91 when retired, sits next to former oil and present natural bistory museum.





World's Largest Rocking Chair on Route 60 Firming, MO. commissionedly the Route 66 Trading Outpost to beat the Guitmess World Record, held from April Fools 2008-2016. Built from steet pipe, at over 42' tall it weight; 27,500 lbs!



Lazy A Motel Easy I Notice Springfield, IL. Built in 1948, this U shapped building was designed in Southwestern vernacu-lar style. Motel closed in 1990s, and is used as apartments. On National Resign in 1994.

IPCC est. ... Kyoto Protocol
Climate Change Agreement

Remove RED and BLUE
piece from closest oppone
and place on road.



CONOCO U-Drop Inn CONOCO U-Drop Inn
Shamrock, TX.
unique example of art deco on commercial roudside architecture built in
1936. Closed in 1990s, appeared on
National Register in 1997 and subsequently bought by bank and given to
the city. Inspired "Ramone's House" in
2006 Cars, also restored in 2006.



Bono's Giant Orange Fontana, CA. This owinge that once sold orange juice, nowe sits unused next to an abundomied Bono's Italian Restauman. These giant orange juice tasted began appearing in 1926 along Route 66 in California, this is the only narriving one. (not the original location)



The Mill Museum
Lincoln, IL.
opened in 1929 as a sandwhich stand,
the restaurant, now museum in the
Route 66 Association of Illinois' Hall of Fame
'06

Cars movie released

Add # of RED pieces to road equal to the # of



Rock Fountain Court Springfield, MO. Cottage style tourist motor court opened around 1945 with vernacular ozark sandstone construction. Listed on National Register of Historic Places in 2003, now Melinda Court Apart-ments, a long-term rental property.



Kan-O-Tex Service Station Kan-U-lex Service Station Galena, KS. Opened in 1934, bypassed in 1979 by new alignment, it sat nucent until it was bought an restored by 4 women in 2007. It is now called "Cars on the Nowie' emphasize the concetion to "Cars" the movie... Now a diner and store with memonabilia of Route 66 and "Cars".



Wigwam Village #6
Holbrook, AZ.
Design patented by architect Frank
Redford built in Kentucky in 1937.
Arizona motel owner Chester Lewit
visited and bought the rights. Called
Wigwam because it allegedly sounded
better than teepee...

End of the Trail Sign
Santa Monica, CA.
Original end of trail was North at
Lincoln and Ohympic, now on Santa
Monica Pier, the Westernmost city in
California. Built in 2009, solidifying
the public notion that the route ended
at the pier.

Lucille's Service Station

Luciue's Service Station
Flydra, O.K.

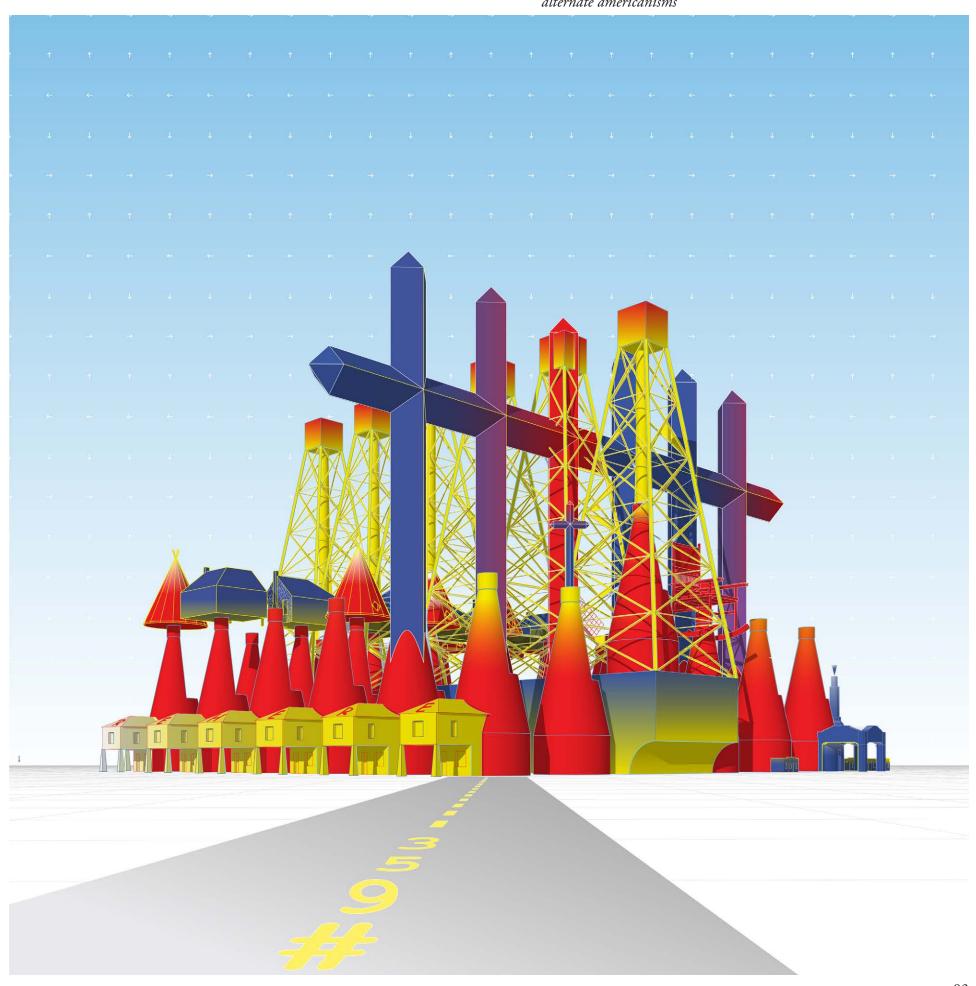
Built in 1929. "Lucille", aka mosher of
the mother road, operated and lived above
in bis porch bungalous craftenessque
style from 1941-2000. Restored but not
in operation. National Register in
1997. Inspired 'Lucille's Roadhouse' in
Weatherford.

Oil Boom

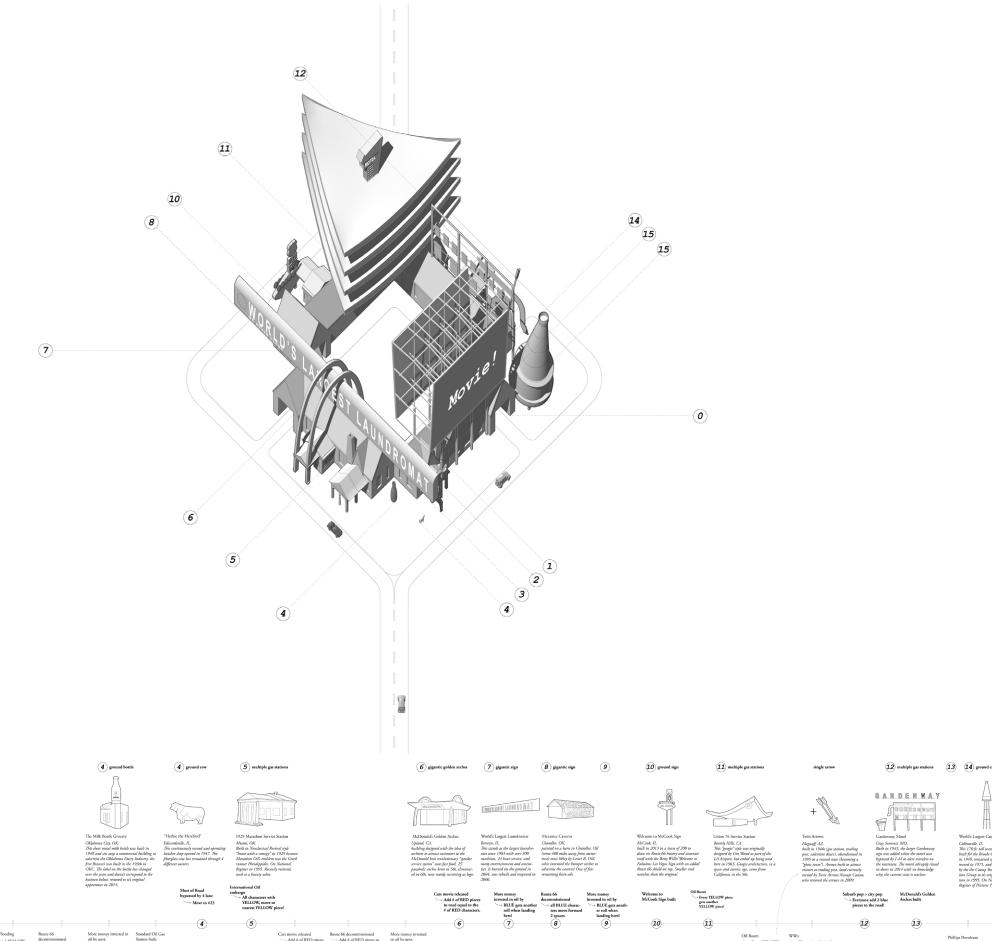
Every YELLOW piece
gets another YELLOW
piece!

chapter 6 alternate americanisms

Catsup #953 exists in a world where drilling for oil is the new frontier, with more untouched lands than ever freed up to drill on. Extreme flooding occurs more frequently but luckily the Route 66 Preservation Program is established to save what it deems significant here. With a renewed nostalgic America, an age of auto is reinvigorated into the American culture to see the sights. More oil drilling and extreme weather doesn't deter drivers on the route, until it's decommission when all energy must be spent on more oil.

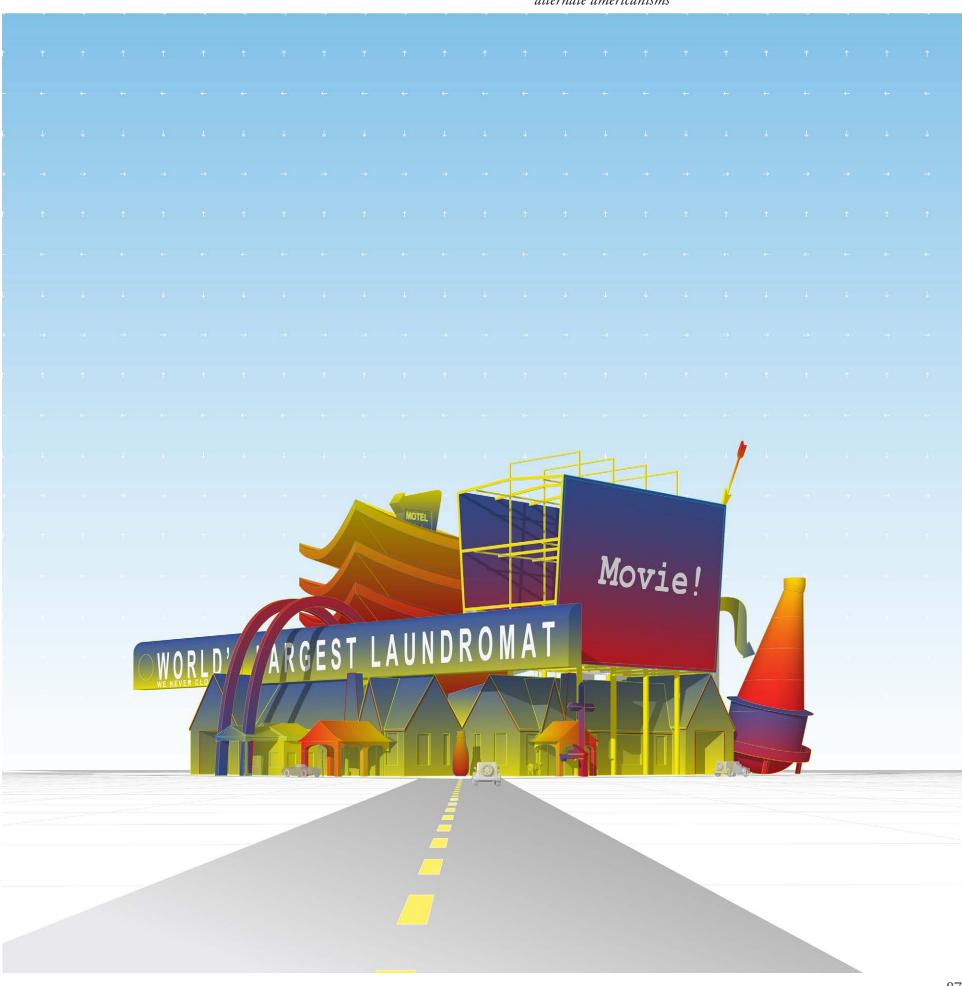


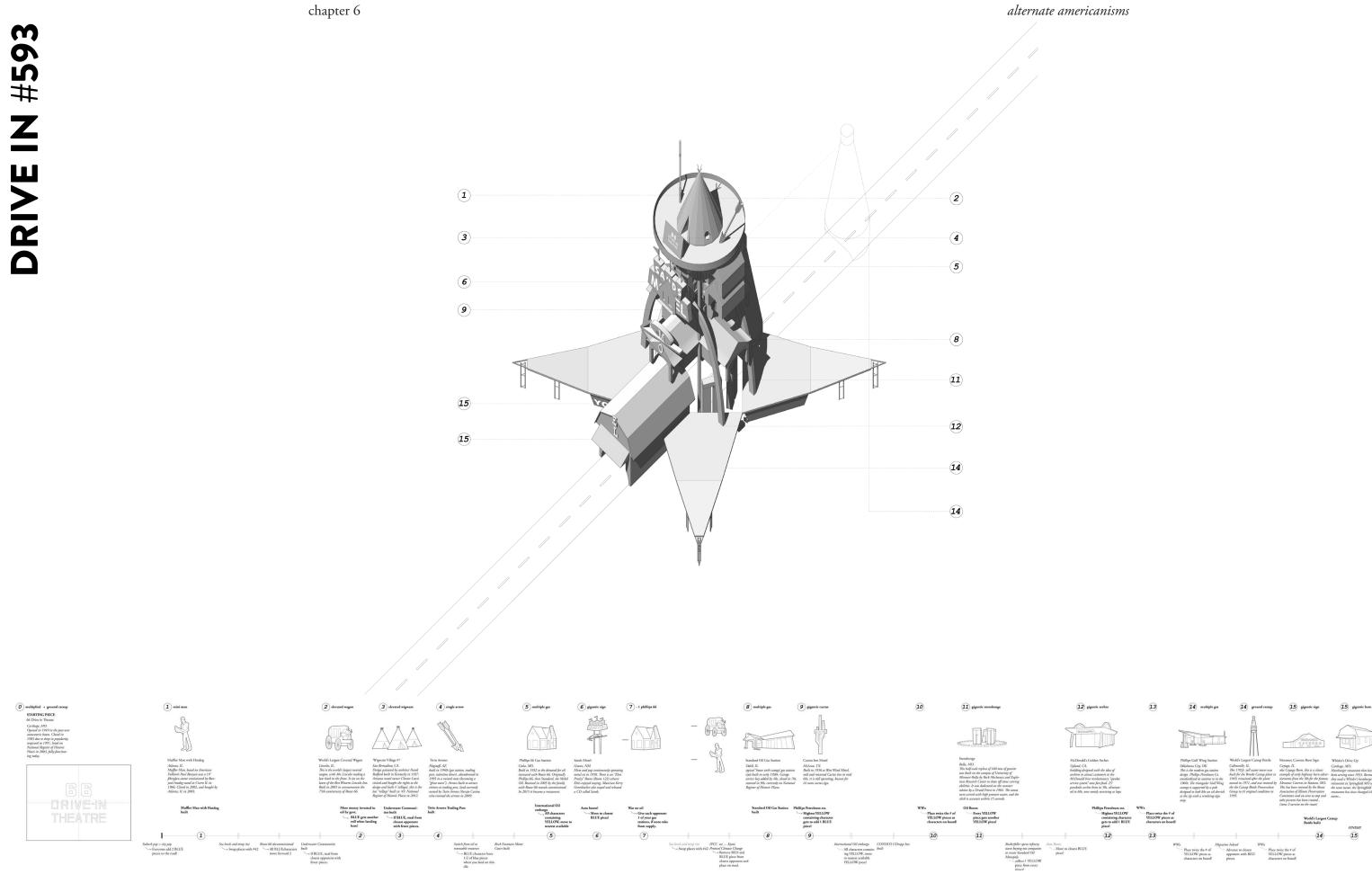
chapter 6 alternate americanisms



chapter 6 alternate americanisms

In this time, gas stations and extreme weather are on the rise while America's 'mother road' is decommissioned as more money is poured into oil by the government. Cars the movie tries to bring back the Route's former glory only to have it stuck in a loop of being decommissioned over and over. Roadside structures have evolved to cater to the now excessively auto-centric culture where experiencing 'place' is largely though the car. The government keeps profiting and reinvesting, oil continues to boom.





chapter 6 alternate americanisms

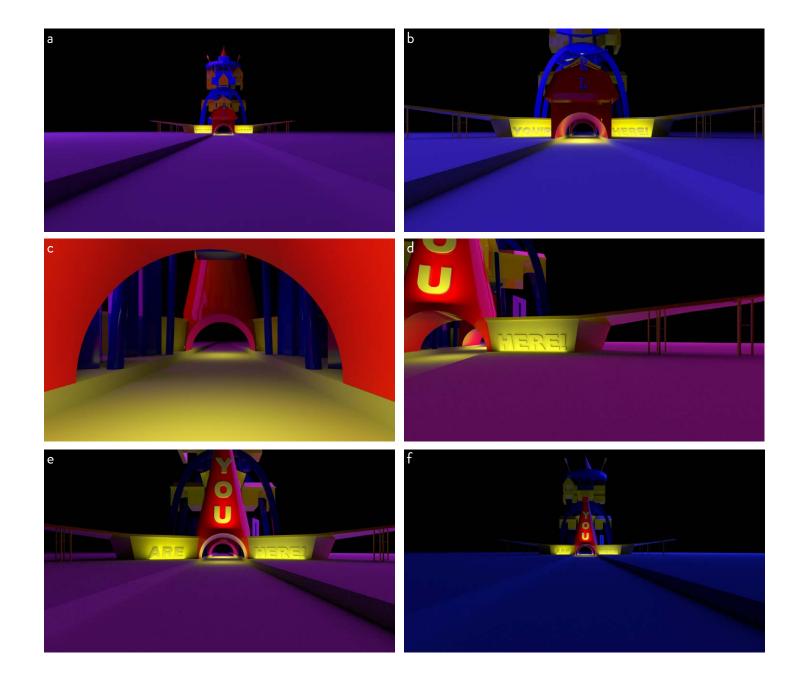
Here, the government is investing money in oil as underwater and above ground communities are built in anticipation of rising sea levels. An oil embargo makes oil but not gas stations scarce because there's word that the automobile industry is about to ramp up production. A war on oil soon breaks out. After the war is over, and conditions are agreed upon to prevent conflicts, new gas stations are established. Cycles of war and new oil discoveries and industries ensue, leading other objects to get bigger and bigger to stand out amongst the gas stations.

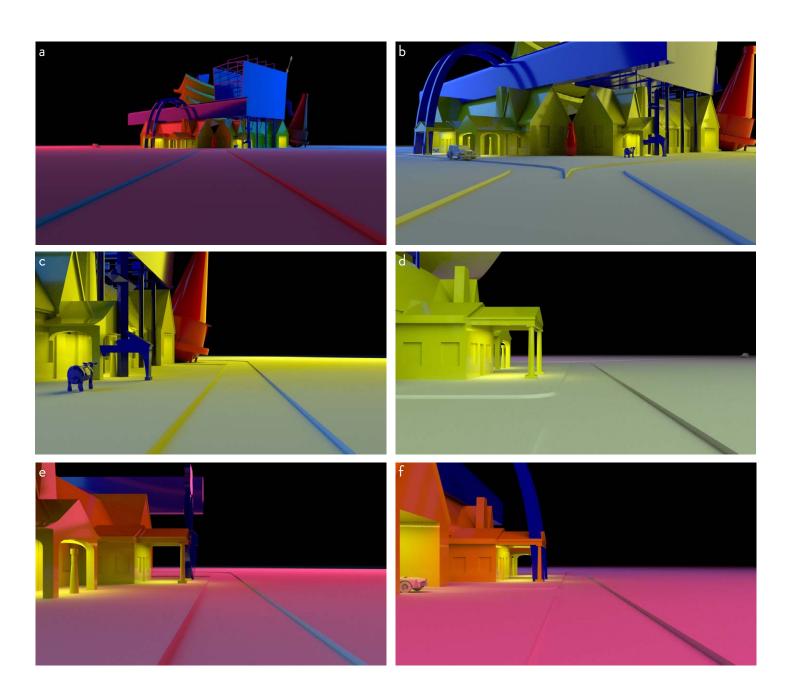


Drive In #593

stills from animation

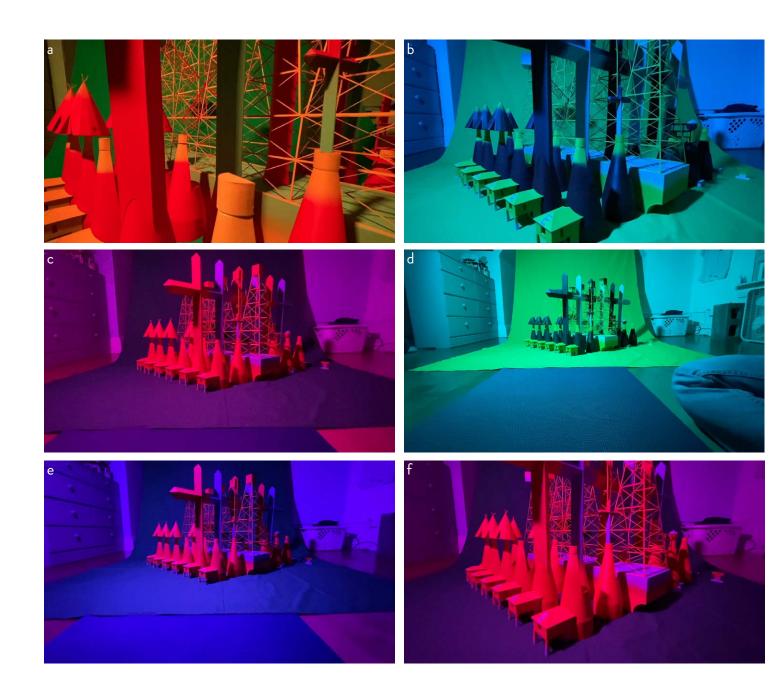
Phillips #673 stills from animation





chapter 6 alternate americanisms

# Catsup #953 stills from video











## references

Barthes, R. "Structural Analysis of Narratives" in Susan Sontag edited A Bathes Reader, New York: Noonday Press, 1988.

Boorstin, Daniel. The image: a guide to pseudo-events in America. New York: Harper & Row, 1964, c1961.

Calvino, Italo. Invisible Cities, Translated from the Italian by William Weaver, 1972.

Caton, K., & Santos, C. A. (2007). Heritage Tourism on Route 66: Deconstructing Nostalgia. Journal of Travel Research, 45(4), 371–386. https://doi.org/10.1177/0047287507299572

Chandler, Daniel. Semiotics: The Basics. Routledge, 2017.

Childs, Marc and Babcock, Ellen. The Zeon Files: Art and Design of Historic Route 66 Signs, 2016.

Esperdy, Gabrielle, Mainstream and Marginal Situating the American Roadside Photographs of John Margolies, Buildings & Landscapes 19, no. 2, fall 2012, University of Minnesota Press

Fine, Gary Alan. "Frames and Games" in The Game Design Reader. Salen and Zimmerman.

Dedek, Peter B. Hip to the Trip: A Cultural History of Route 66, CHAPTER FOUR – Postmodern Nostalgia: Route 66 Has Run Out of Kicks, 2007. EBSCOHOST.

Dedek, P. (2002). Journeys on the Mother Road: Interpreting the Cultural Significance of U.S. Route 66. Doctoral dissertation, Middle Tennessee State University, Murfreesboro, USA.

Design with Company. Tactics for Misguided Propriety Calibration. A Treatise. 2014.

Google, "Streetview," digital images, Google Maps (http://maps.google.com), 2020.

"Historic Route 66" Historic Route 66. 1994-2020. https://www.historic66.com/.

Horn, Melanie van der, Brick & Balloons: Architecture in comic strip form, (010 Publishers, 2012)

Huizinga, Johan. Homo Ludens: A Study of the Play-Element in Culture. Anglico Press, 2016, reprint of the first edition published by Routledge & Kegan Paul, Ltd., 1949.

Jencks, Charles. The Language of Post-Modernism. Yale University Press, c2002.

Jencks, Charles & Baird, George. Meaning in Architecture. 1970.

Lavin, Sylvia. "Architecture In Extremis." Log, no. 22, 2011, pp. 51–61. JSTOR, www.jstor.org/stable/41765708.

Lim, CJ & Liu, Ed. Short Stories: London in two-and-a-half dimensions. London and New York, Routledge. 2011.

"National Register Database and Research." National Parks Service. U.S. Department of the Interior. 2020. https://www.nps.gov/subjects/nationalregister/database-research.htm.

Nodelman, J. N. Reading Route 66. The Journal of American Culture; Malden Vol. 30, Iss. 2, (Jun 2007): 165-174

Prak, Niels Luning. The Language of Architecture: A contribution to Architectural theory. Mouton 1968.

Preziosi, Donald. The Semiotics of the Built Environment: an introduction to architectonic analysis. Indiana University Press, c1979.

Preziosi, Donald. Architecture, Language, and Meaning: The Origins of the Built world and its semiotic organization. In Approaches to Semiotics, Vol. 49. De Gruyter Mouton. 1979.

Psarra, Sophia. Architecture and Narrative: the formation of space and cultural meaning. New York: Routledge, 2009.

Salen & Zimmerman. "Meaningful Play" Rules of Play.

Scott, Quinta. Route 66: The highway and its people.

Tenneriello, Susan. Spectacle Culture and American Identity 1815-1940. Palgrave Macmillan US, 2013.

Venturi, Robert. Architecture as signs and systems for a mannerist time. Belknap Press of Harvard University Press, 2004.

Venturi, R; Scott Brown, D.; Izenour, S, Learning from Las Vegas - Revised Edition: The Forgotten Symbolism of Architectural Form revised Edition. MIT Press, 1977.

Waldrep, Shelton. "The dissolution of place: architecture, identity, and the body". Burlington, VT: Ashgate, 2013.

Webber, Michael E. Power Trip: The Story of Energy. Basic Books, 2019.

Whiteman, John. "SITE UNSCENE – Notes on Architecture and the Concept of Fiction. Peter Eisenman: Moving Arrows, Eros and Other Errors." AA Files, no. 12 (1986): 76-84. http://www.jstor.org/stable/29543520.

Wood, A. (2005). "The Best Surprise Is No Surprise": Architecture, Imagery, and Omnitopia Among American Mom-and-Pop Motels. Space and Culture, 8(4), 399–415. https://doi.org/10.1177/1206331205279356

Wood, Andrew. (2010) Two Roads Diverge: Route 66, "Route 66," and the Mediation of American Ruin, Critical Studies in Media Communication, 27:1, 67-83, DOI: 10.1080/15295030903554375



Architecture is actively crafting reality, culture, and identity. It is simultaneously constructed from and constructing meaning. Route 66 exists as an American invention, ruin, and manifestation of American Identity. The objects on the Route sit innocently on the landscape, covering their complex histories and power networks, and present the history of the American landscape that will be remembered.

**Alternate Americanims** shows the agency of architectural objects in creating new realities, identities, and histories.

The game reflects and translates alternate histories to project alternate versions of reality. It examines the relationship between meaning and architecture, identity and the built environment. It tells the history of the built landscape and allows for understanding, reflection, and speculation. Each game plays out differently, and parallels the frameworks of our reality to create endless

Alternate Americanisms.