

DESIGNING THE ULTIMATE VIDEO GAMING ENVIRONMENT: THESIS  
PORTION OF THE MOUNT OLIVE MISSIONARY BAPTIST SHELTER  
RENOVATION CAPSTONE PROJECT.

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When the client mentioned that he wanted the space adjoining the gaming space to appeal to college age adults, the importance of acoustical separation was placed into the forefront of my mind. Additionally, much has been said in the media about the negative health benefits of extended video gaming play. This thesis project will seek to uncover tangible characteristics of an enjoyable and healthy video gaming environment that can then be incorporated into the overall design of the video gaming den. There is a particular focus on seating and acoustics. The space will need to preserve the experience for the gamers and observers as well as preserve the peace for everyone else without the isolation that usually accompanies a game room. Seating should facilitate a healthy gaming experience as well as add to the immersive quality of the gaming environment.

In conjunction with the capstone course, this thesis project completes the interior design senior experience required for graduation.