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Serious Games in Architecture

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http://www.coa.gatech.edu/imagine/

A serious game is a term used to refer to software or hardware application developed with game technology and game design principles for a primary purpose other than pure entertainment. Serious games include games used for educational, persuasive, political, or health purposes.

-Wikipedia

OUTLINE

- Who we are and what we do
- Overview of Visualization
- Demos:
  - ❑ Animation Sampler
  - ❑ Piedmont Park Conservancy
- Real-time Visualization
- Why video games?
- Real and Virtual - Interoperability
- Demos:
  - ❑ Peachtree Corridor
  - ❑ Georgia Tech Campus
  - ❑ First Responders

IMAGINE

Interactive

Media

Architecture

Group

IN

Education

WHO?

The IMAGINE Lab is an architectural visualization lab in the College of Architecture.

- ❑ 4.5 Researchers
- ❑ 5 Elective Courses
- ❑ 8 to 16 Undergraduate and Graduate Students
- ❑ Media Corner

WHAT

We specialize in creating 3D computer models of architectural environments providing a means for diverse audiences to communicate.

- ❑ Still Image Renderings
- ❑ Electronic Collages
- ❑ Animations
- ❑ Interactive Presentations
- ❑ Online Real-time Environments

Architectural Visualization

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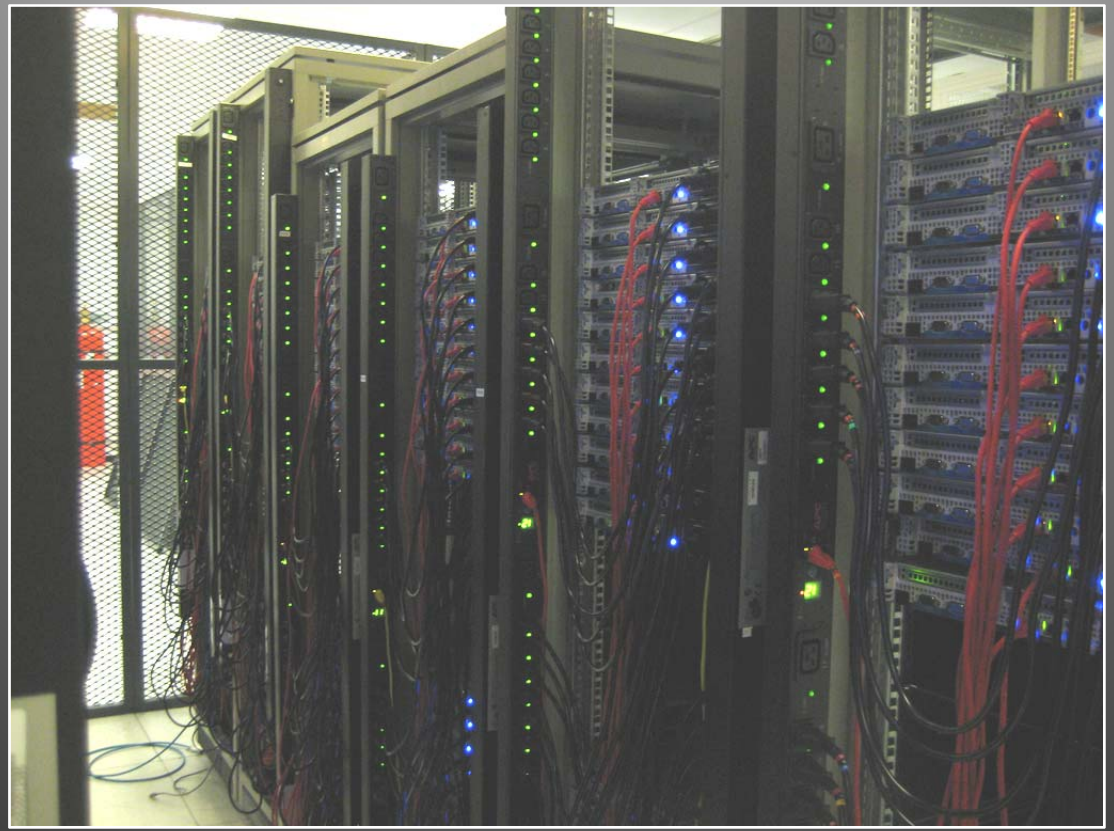
Architectural Visualization

- Uses
  - ❑ Marketing
  - ❑ Fundraising
  - ❑ Communication
  - ❑ Decision Support
- Clients
  - ❑ Georgia Tech
  - ❑ Georgia Aquarium
  - ❑ Piedmont Park Conservancy
  - ❑ Coca-Cola
  - ❑ Central Atlanta Progress
  - ❑ And Others

Piedmont Park Conservancy



http://flickr.com/photos/jamesbraid/2958174312/sizes/l/

EVGA
e-GeForce 9800 GT
EVGA

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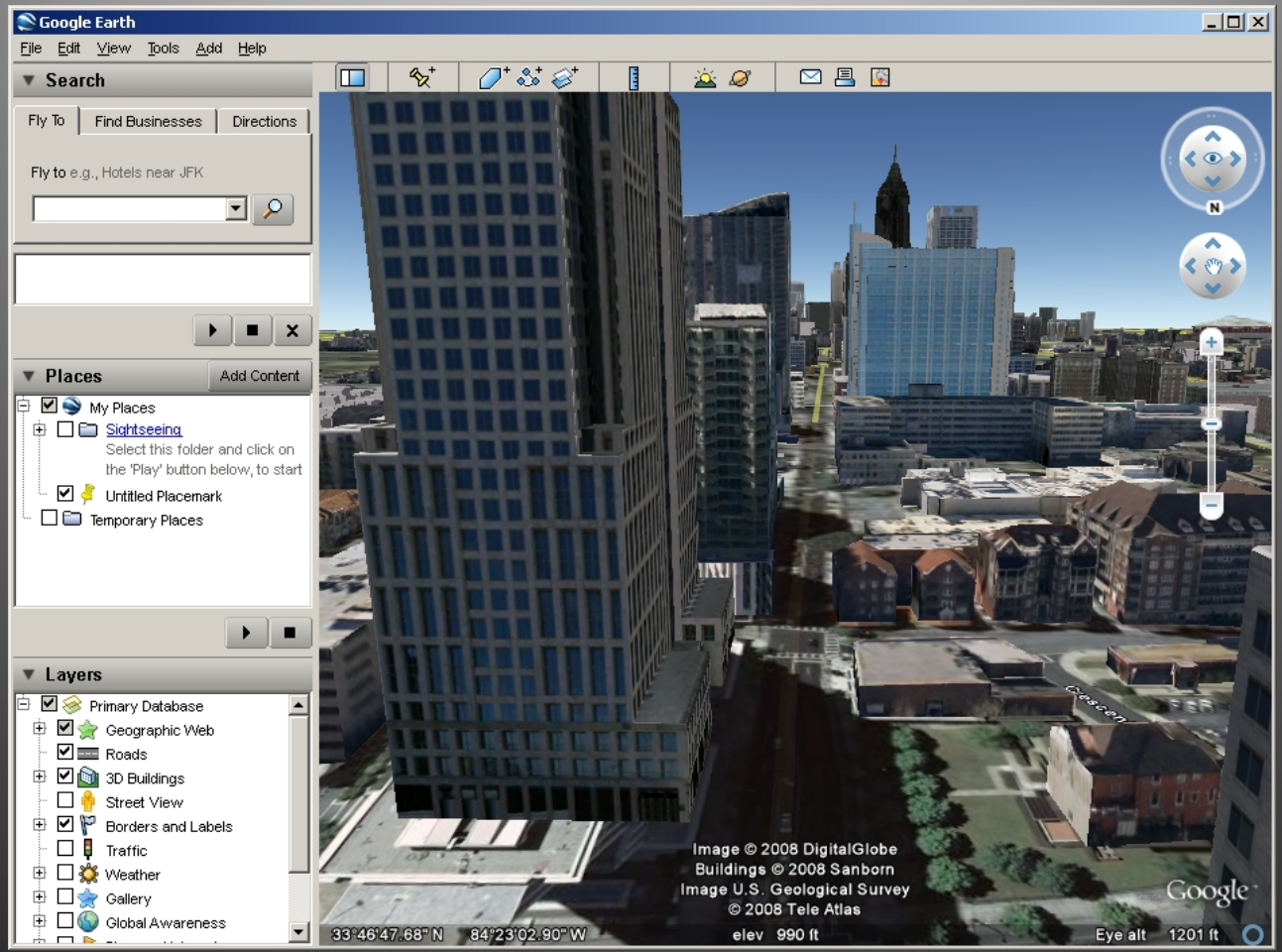
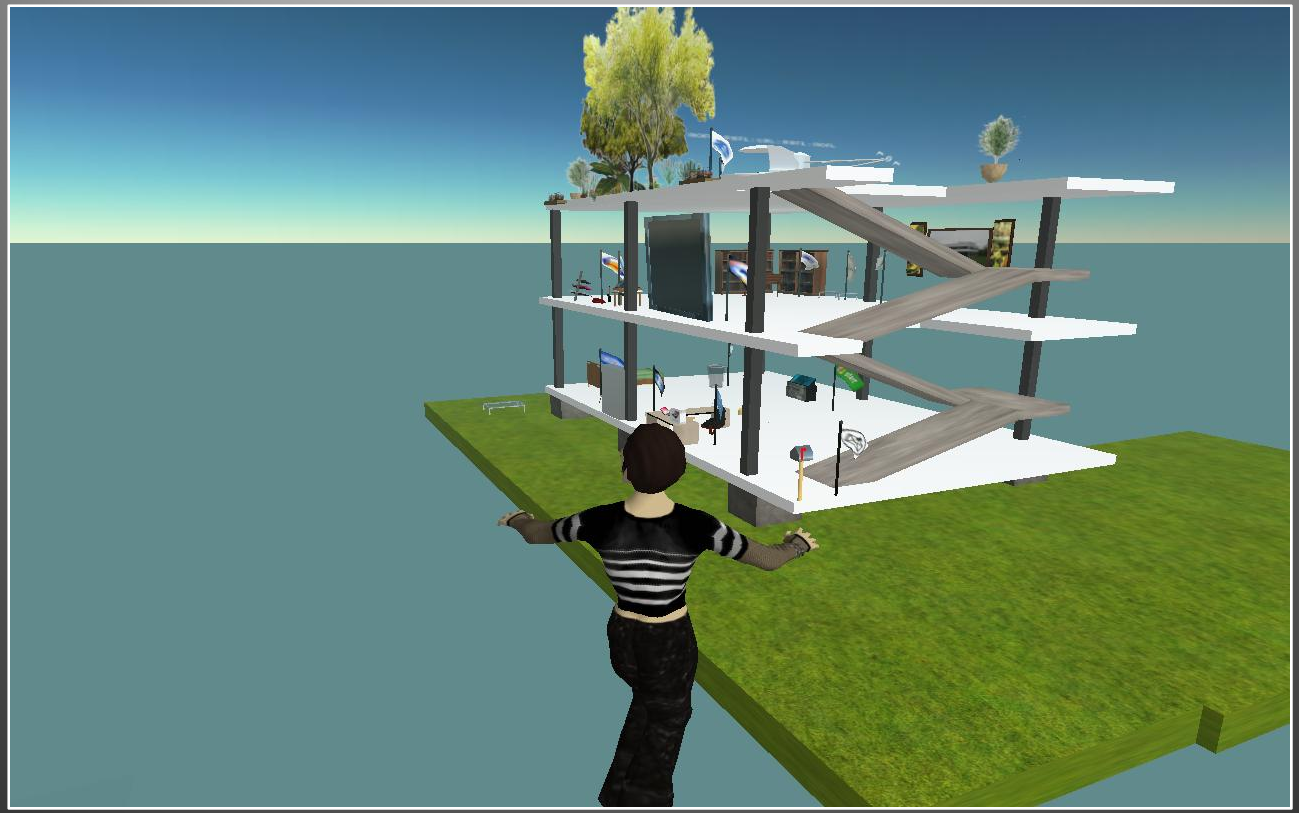
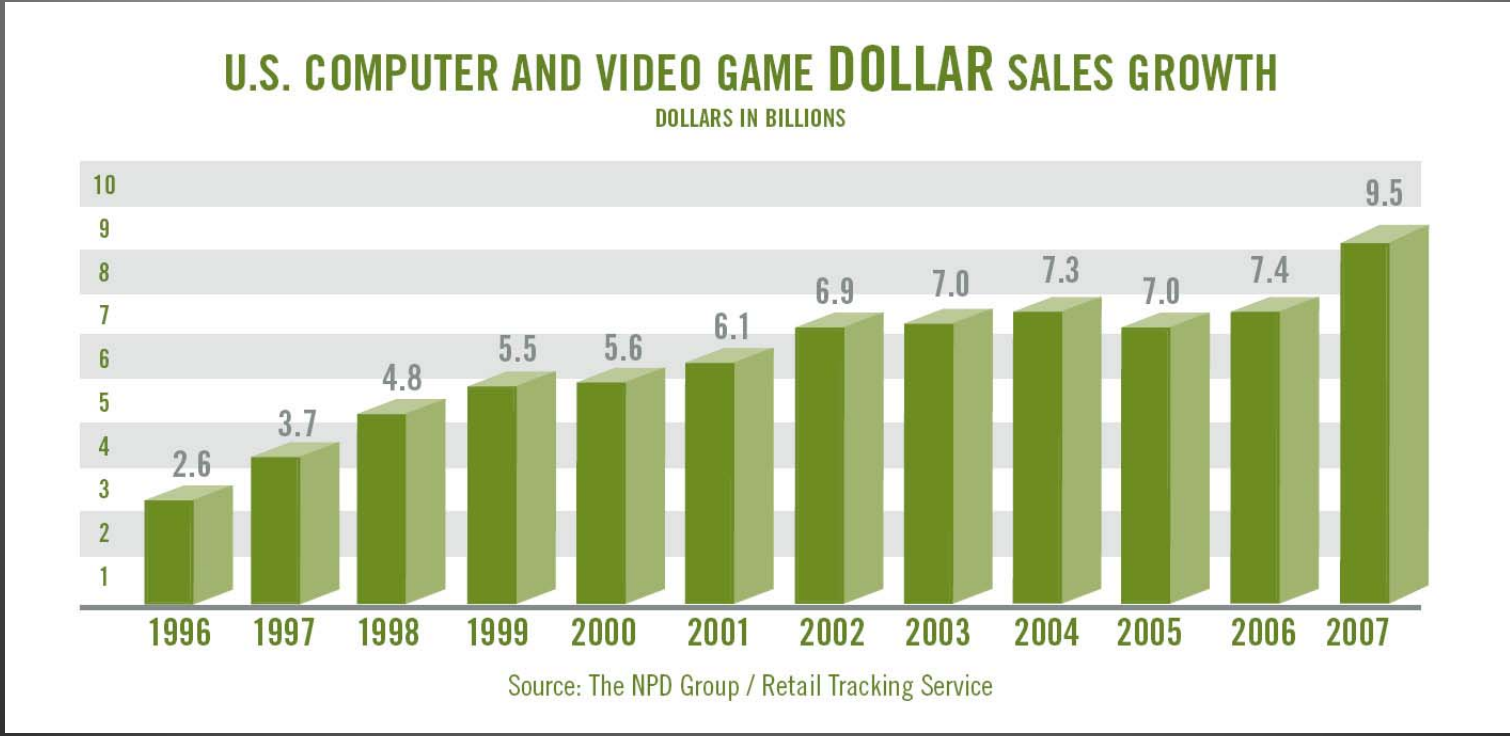

Google Earth
File Edit View Tools Add Help
Search
Fly To
Find Businesses
Directions
Fly to e.g., Hotels near JFK
Places
Add Content
My Places
Sightseeing
Select this folder and click on the 'Play' button below, to start
Untitled Placemark
Temporary Places
Layers
Primary Database
Geographic Web
Roads
3D Buildings
Street View
Borders and Labels
Traffic
Weather
Gallery
Global Awareness
Image © 2008 DigitalGlobe
Buildings © 2008 Sanborn
Image U.S. Geological Survey
© 2008 Tele Atlas
Google
33°46'47.68" N 84°23'02.90" W
elev 990 ft
Eye alt 1201 ft



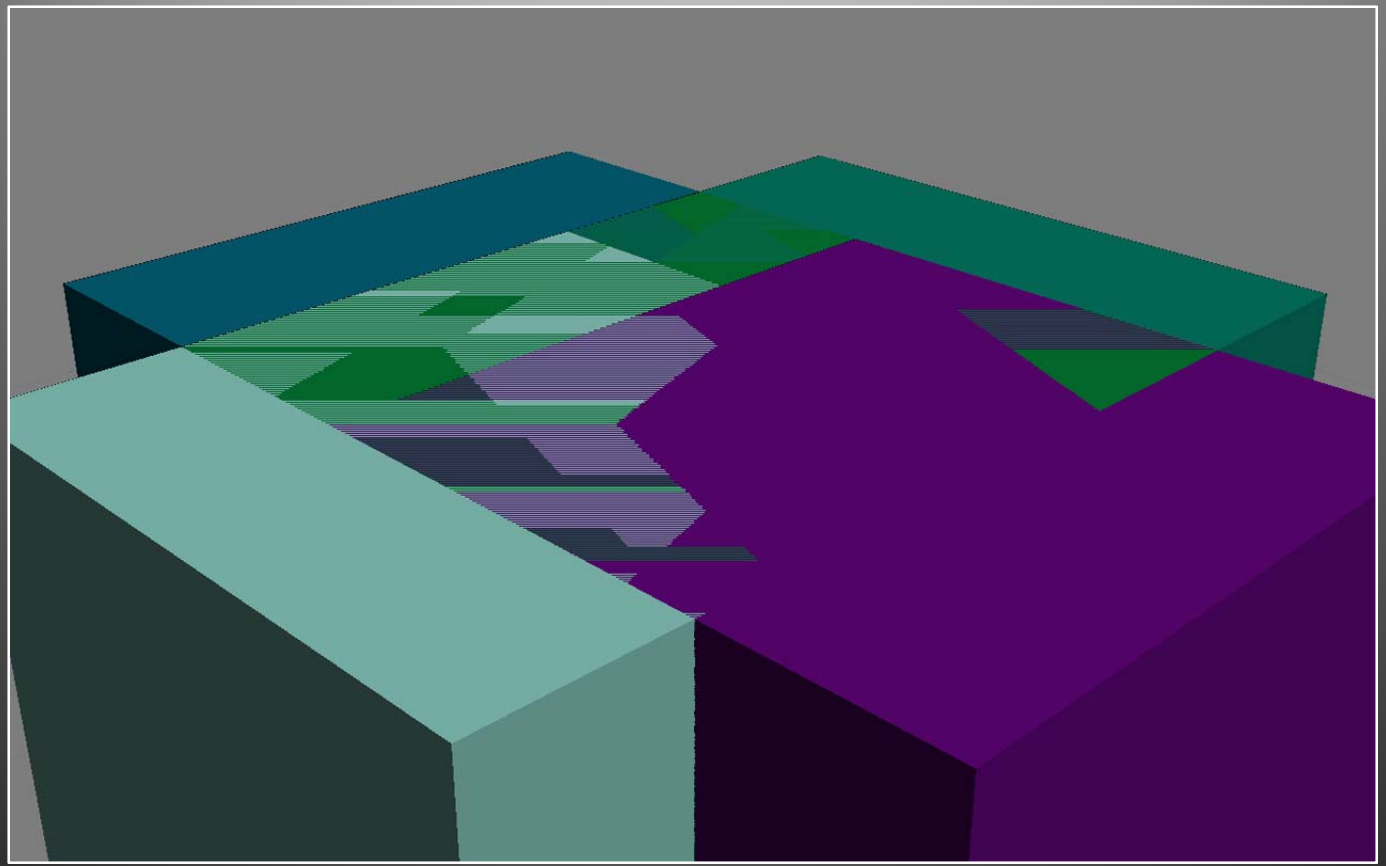
https://wiki.brown.edu/confluence/display/MarkTribe/Corbusier

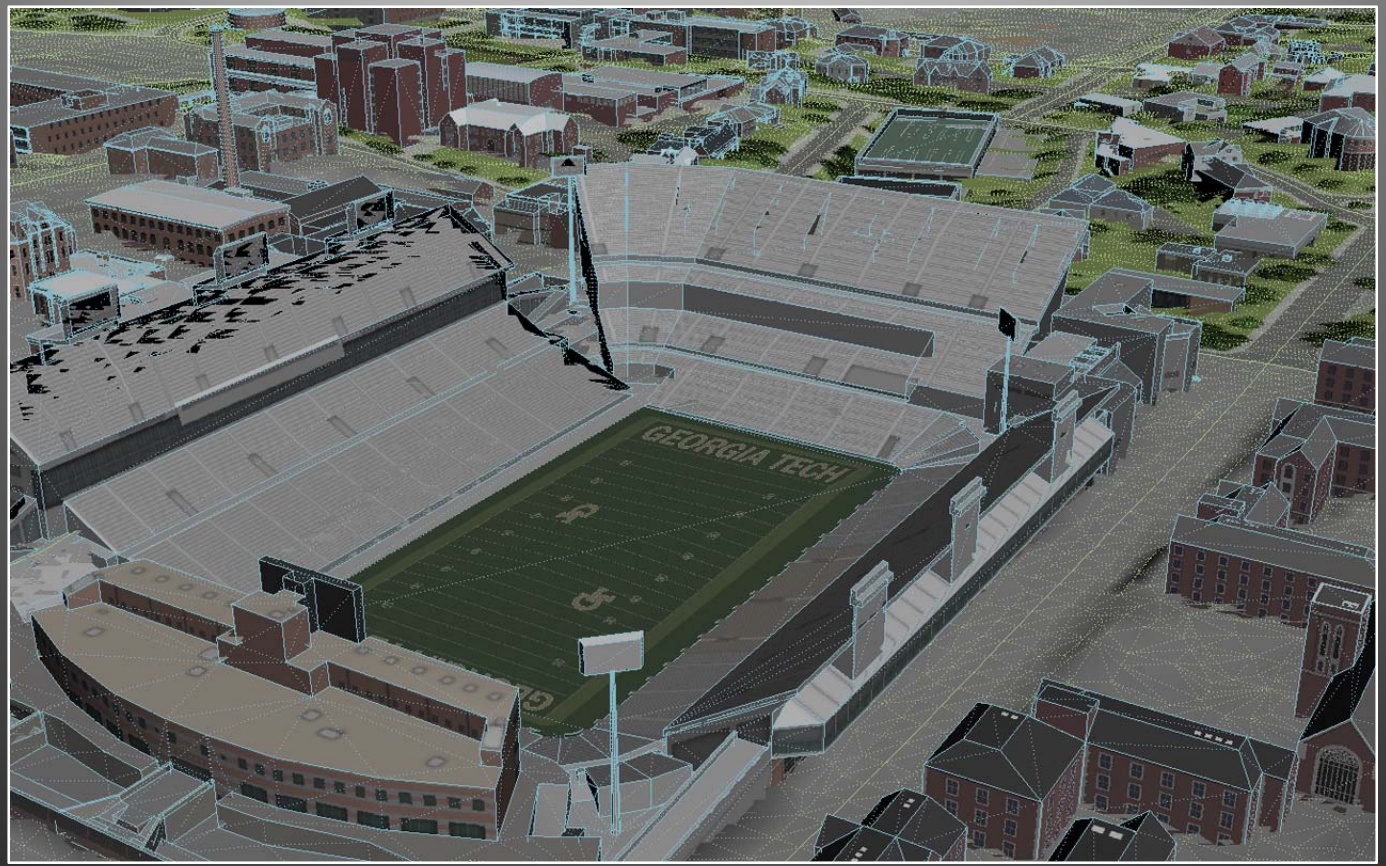
http://flickr.com/photos/steve_tanja/74714692/sizes/o/

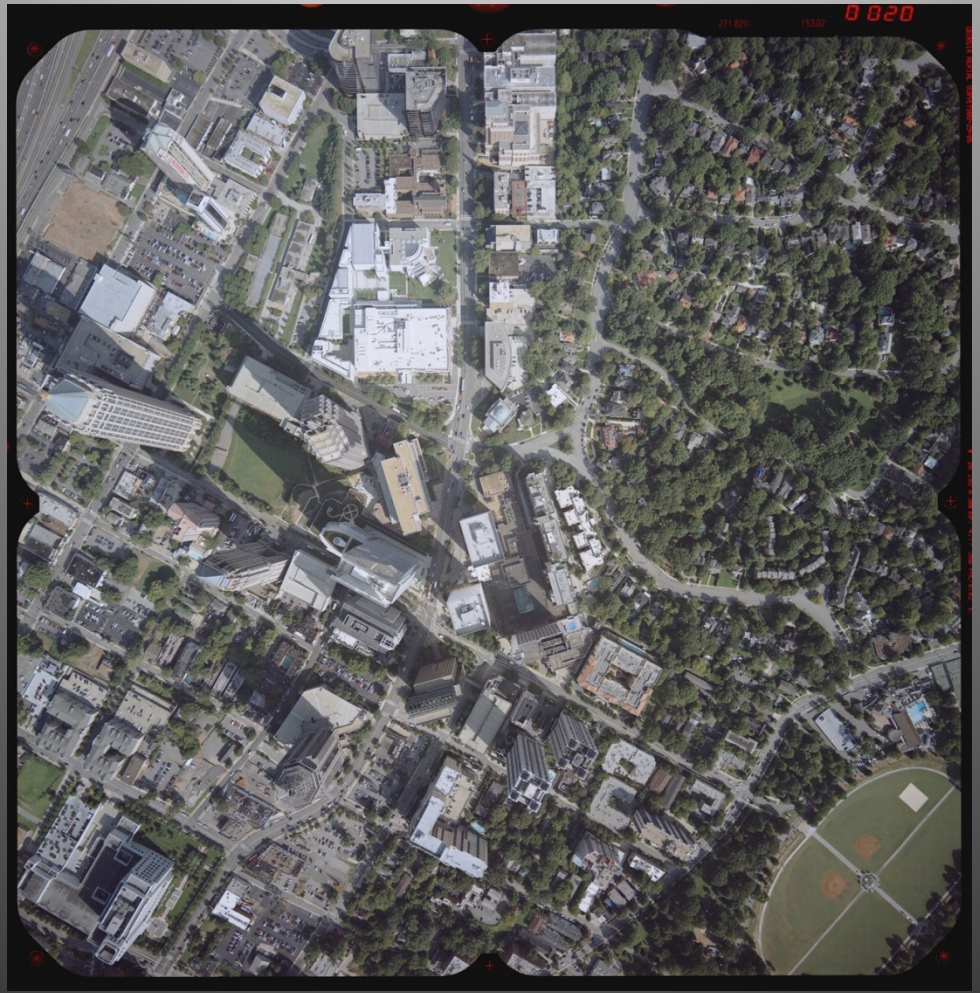


"Essential Facts about the Computer and Video Game Industry", Entertainment Software Association (2008)

Reality
Magic
Virtual Model of Reality




GEORGIA TECH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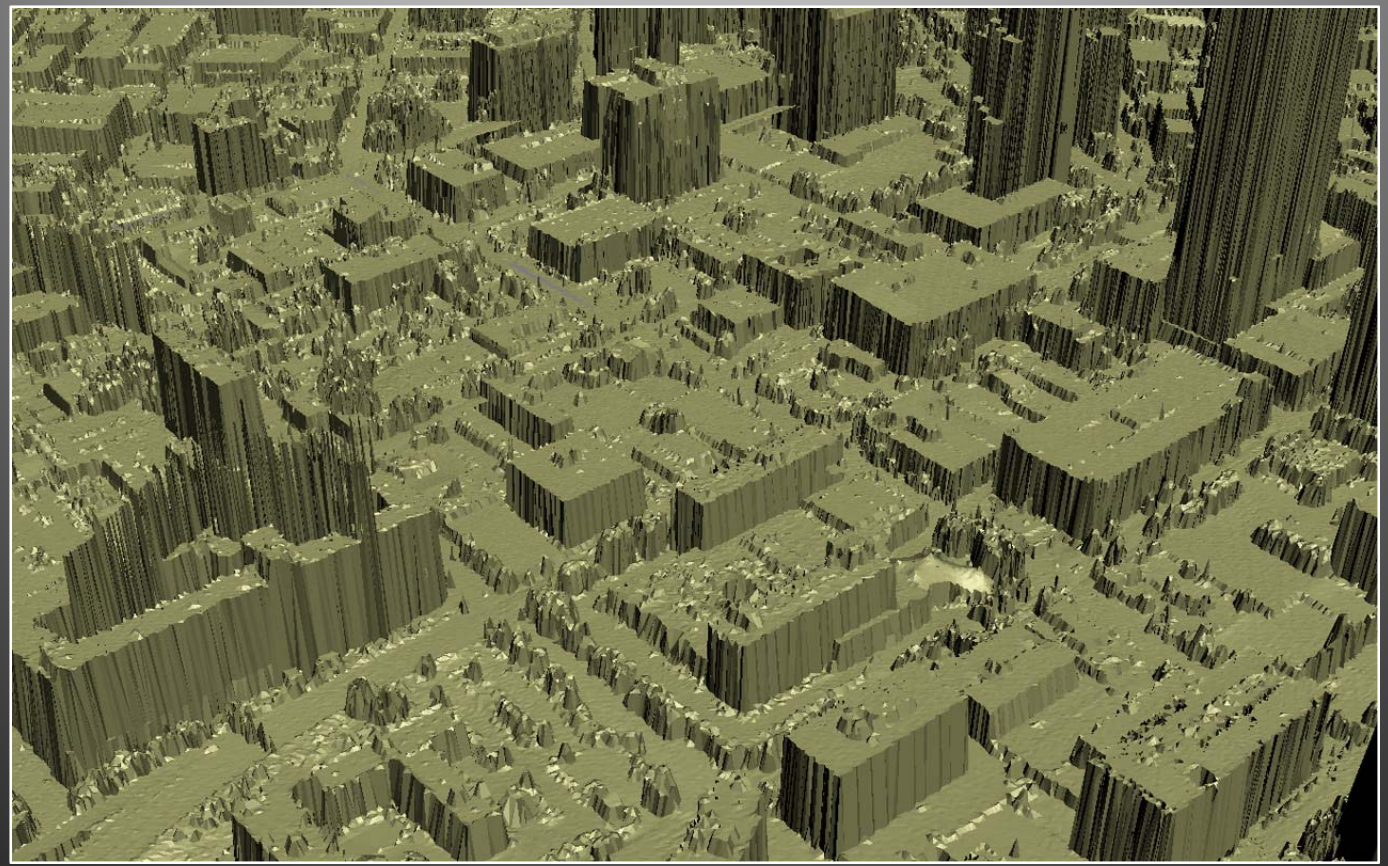

Live Demo