CAN COMPUTER GAMES BE OUR INTERFACES INTO VIRTUALITY?

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HD99-1311A

Submitted to the School of Architecture on 14 December 2001 in partial fulfillment of the Requirements for the Degree of Master of Architecture

ABSTRACT

What is “Virtuality?” How do we define “Virtuality” in the context of Computer Games? Shawn P. Wilbur in his article, The Archeology of Cyberspaces compares the “virtual identity” to the individual identity; certainly in this case there are certain connotations of the virtual as an “unreal” state. Do computer games serve as a medium through which this sort of identity is propagated? The paper looks at the subjects of the User, the Interface, the 3D interface, before looking across the screen into the subject of Artificial Intelligence of Computer Games, before attempting to answer the dissertation.

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