

The architectonics of virtual spaces

Architecture and urbanism in video games and virtual reality
Round table, Stiftung Bibliothek Werner Oechslin, Einsiedeln, Switzerland
9.6.2018, 9:30-17:30

9:30 -10:00

Andri Gerber (Institute Urban Landscape, ZHAW)
Welcome/Introduction

10:00-10:30

Stefano Gualeni (University of Malta)
BIG TROUBLE in Little Cities

10:30-11:00

Ekim Tan (Play the City)
City Gaming

11:00-11:20

Coffee Break

11:20-11:50

James Delaney (BlockWorks)
Architectonic of Virtual Space

11:50-12:20

Luke Caspar Pearson (Bartlett School of Architecture)
Videogame Urbanism: rethinking speculative architecture projects through the design of virtual game spaces

12:20-13:30

Lunch break

13:30-14:00

Stephan Günzel (University of Applied Sciences Europe)
The 'Lived Spaces' of Computer Games

14:00-14:30

Ulrich Götz (Zurich University of the Arts, ZHdK)
The Design of Game Spaces, Caught Between Demands of the Virtual and References to the Real

14:30-14:50

Coffee Break

14:50-15:20

Philipp Schaerer (www.philippschaerer.ch)
Built Images. Experimental and visual compositional techniques

15:20-15:50

Nicole Stoecklmayr (scenesofarchitecture.com)
Parallel Perspectives: Experiencing Architecture on Screens

15:50-16:10

Coffee Break

16:10-16:40

Constantinos Miltiadis (TU Graz)

The Architectural Continuum

16:40-17:10

Final discussion

Moderation:

Johannes Binotto (HSLU)

Philippe Koch (Institute Urban Landscape, ZHAW)

Amadeo Sarbach (ZHAW)

17:10

Werner Oechslin (Stiftung Bibliothek Werner Oechslin)

Guided visit through the library

Organization: Andri Gerber, Institute Urban Landscape, ZHAW Winterthur, in collaboration
with Werner Oechslin, Stiftung Bibliothek Werner Oechslin.

Attendance is free; we kindly ask you to reserve your place by email:

architektonikdesvirtuellen@zhaw.ch

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