

VIDEOGAME ARCHITECTURE

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NON ARCHITECTURE

We can consider “architecture” everything that has already been designed and/or built. That would define a realm of conventional solutions, often repeated in a self-referential system. We imagined a counterpart, a “non architecture”. A world of unexplored designs and countless possibilities, that if found, could enlarge and change permanently the boundaries of architecture. A universe of chances and opportunities never challenged by architects before. A limitless field of investigation that includes **everything that is not architecture, yet.**

Non Architecture Competitions aims to find unconventional and unexplored design solutions in the field of architecture. The second phase of competitions is structured in 9+2 themes: a Research Ecosystem with the purpose of exploring each theme from different perspectives. All competitions have their focus on tackling the big issues of tomorrow, by seeking nontraditional approaches in the architect’s work.

Videogame Architecture is one of the Non Architecture “**Virtual**” competitions.

INTRODUCTION

In this competition, we encourage participants to come up with a visionary concept for a video game Architecture - only 2 drawings, absolute freedom of scale or program.

Participants are asked to either design a new building or level within the context of an existing videogame or translate their favourite videogame into a real-life building. Make sure you understand the videogame you're working on and what are the strong logics behind it and turn them into a tool to design your own architecture piece.

Gaming is the birthplace of the Metaverse, and gamers have been driving a revolution in digital experiences - by shaping a whole generation's relationships to space, buildings, neighbourhoods, and cities. Very often, architects end up working in videogame companies - meaning we have the skills to work in the videogame industry.

As designers, what new perspective can we bring to the industry of videogames? What are the tools that empower designers to create these 3D environments?

Videogame Architecture aims to answer those questions with a particular focus on the virtual environment.

COMPETITION BRIEF



RE-IMAGINING THE VIRTUAL ENVIRONMENT

With today's technologies and cutting edge software, designers are experimenting with representations and reformulating what we define as architecture. Architecture is incorporated in gaming design to express a specific mood or setting.

Video games encourage a mindset that fosters creativity. In this generation of various technological advancements, the gaming experience is getting better every day with the help of Sandbox video games, Virtual Reality, Augmented Reality, and the Metaverse. A game's success is determined by a number of aspects, one of which is architecture, or the constructed environment.

Second Life, Minecraft, and Roblox were all part of the first wave of Metaverse development. In several of these games, players use virtual materials to build items that their avatars use, expanding the Metaverse's metaphor for real life.

When the Metaverse was a philosophical plaything in fiction books, the virtual world was often used as a dystopian warning about the future. Today, the Metaverse game

the experience itself. The goal is to fully immerse the player by engaging as many senses as possible, hence narrowing the gap between what someone might feel in real life and how it feels in virtual environment.

As designers, what new perspective can we bring to the industry of videogames? What are the tools that empower designers to create these 3D environments? How do you make it immersive?

Submission can address some of these questions. The proposal submitted could be a new building or level within the context of an existing videogame or translate their favourite videogame into a real-life building. Participants should apply the logic of the videogame in their design, understand the videogame they're working on, identify what are the strong logics of it, and then turned them into a tool to design their own architectural piece. There is only one fixed parameter: the proposal must clearly reflect the environment of a videogame. The scale of intervention and program dimensions are not given, and they can be arranged by the participants to better suit their design.



VIDEOGAME ARCHITECTURE

Non Architecture and all the supporting organizations collaborated in identifying a range of 30 design issues related to the research theme of Virtual. Within our longlist, we highlighted a few that could be relevant to this competition.

In relation to the **User Experience**:

1. User interface,
2. Content filtering,
3. Gamification of the digital experience,
4. Graphics and aesthetics,
5. App and Web Design,
6. Interaction between digital and physical world,
7. Augmented reality vs Virtual Reality.

In relation to **Virtual Reality**:

8. Digital Space 3D / 2D Architecture,
9. Virtual Real Estate and Ownership,
10. Infrastructure of the virtual city,
11. Mobility and 2D/3D/?D experience,
12. Limitation and boundaries,
13. Operations and Maintenance.

In relation to **Digital Heritage & Culture**:

14. Digital Twins & Architectural doubles,
15. Heritage reconstruction,
16. Access to information and education,
17. NFT's and Cryptos,
18. Cyberpunk and dystopian scenarios,
19. Solarpunk and utopian scenarios,
20. History of digital design,
21. Vintage Videogames & Graphics.

In relation to **Society & Lifestyle**:

22. Alienation and addictions,
23. Social interactions in the virtual world,
24. E-shops and digital products,
25. Avatar creation,
26. Entertainment industry,
27. Artificial Intelligence and Bots,
28. Governance of the virtual space,
29. Capitalism models for the digital,
30. New forms of societal organization.

These are only a few of the critical aspects to address around the theme of Virtual. **Projects should take into consideration one or more of these themes.** They can also come up with new ones, as long as they are relevant to the topic of the competition.

We ask participants to select a maximum of 5 keywords to explain their design. Keywords can be picked from our list or they can be proposed by the design team. See the submission requirements for further reference.

If you want to receive more insights on these topics you can subscribe to our [newsletter](#) or visit our [online journal](#). You will get articles, essays and references from our editorial team.

RULES



PRESENTATION REQUIREMENTS



This competition is an opportunity to address critical issues of tomorrow by creating innovative and unconventional ideas today. Designers are asked to answer the questions posed by the brief with absolute creative freedom.

The proposal submitted could be a device, piece of furniture, interior design project, pavilion, building, urban plan or something different. Scale of intervention and program dimensions are not given, and they can be arranged by the participants to better suit their design.

Non Architecture is also unconventional in its submission requirements. The participants are asked to submit **1 ZIP folder, named with the registration code and the title of the project (CODE_Title)**, containing:

01. A presentation image (.JPEG) showing the qualities of your design, in one catchy and representative impression. File name: “CODE_Title of the project_Presentation”.

02. A concept image (.JPEG) one image to highlight the main approach of the project. File name: “CODE_Title of the project_Concept”.

03. A text document in Word (.DOC), that clearly states
/ the title and subtitle of the project (maximum of 10 words)
/ 5 keywords, at least 1 from the given list (page 5-6), that better explain your project,
/ a short project description (maximum of 200 words, must be written in English).
File name: “CODE_Title of the project_Text”

USE THIS TEMPLATE

04. A team document in Word (.DOC) with the team’s info in the following format:

/ Name + Surname of each team member (separated clearly),
/ Nationality (multiple options can be added),
/ Institution/company (company or university attended, to be included just in case you want it to be visible once your project is published).

There is no need to create a team name.

One team should consist of 1-4 people.

File name: "CODE_Title of the project_Team"

USE THIS TEMPLATE

The **CODE** refers to the **5-digit number** you receive during the registration process (same as the order number, in a format of #12345), it is going to serve as your **registration code for the competition**.

An example of naming the files correctly:

CODE: #56789

Title of the project: Videogame

01. Presentation Image: 56789_Videogame_Presentation

02. Concept Image: 56789_Videogame_Concept

03. Text Document: 56789_Videogame_Text

04. Team Document: 56789_Videogame_Team

ZIP folder: 56789_Videogame

Please, do not use the # in the file names.

/ You need to come up with your own project title and replace "Videogame" in the example.

THE EVALUATION OF THE PROJECTS IS ANONYMOUS, so do not include your name, your registration code, or any other reference to you in the images. After being evaluated by the jury, the projects will be reconnected to their authors through the submission code. Additional details on the team members and on the projects will be required during the

submission procedure.

IMAGE REQUIREMENTS:

/ Square format 420 x 420 mm, 300 dpi (4961 x 4961 px),

/ High Quality (for example, in Photoshop JPEG output quality: 8, or 80-85 in Gimp is recommended),

/ 7 MB maximum file size.

If the submitted images don't respect these criteria, may lead to the disqualification of the team.

FORMATTING REQUIREMENTS:

/ The Presentation and Concept Images should display ONE SINGLE VISUALIZATION each (ex. one drawing or one rendering). We recommend not to create a layout of several images.

/ There is no need to entirely fill the image or to add a frame.

/ The images do not demand for any kind of specific technique of representation, as long as they respect the given guidelines. They can be technical drawings, diagrams, collages, pictures, renders, models, paintings, hand drawings, etc. Be creative!

/ We highly recommend you to not add text to the images, please use the Text Document for further explanation. The projects should be explanatory enough through the graphic material.

/ It is compulsory to use the provided Word templates to create your Text Document and Team Document.

/ In case the Text Document and Team Document are submitted in any other format than a Word file (.DOC), its content is might be excluded from publishing.

/ The language of the submission is ENGLISH, any text written in a different language will not be taken into account during the evaluation.

EVERY SUBMISSION THAT DOESN'T RESPECT THE PRESENTATION REQUIREMENTS, MIGHT GET DISQUALIFIED FROM THE COMPETITION.

ELIGIBILITY

Non Architecture Competitions are open to all human beings, from every age and cultural background, working in groups or individually.

Teams can be formed by a maximum number of 4 people.

The registration fee is paid per team, regardless of how many members form it. Personal information of all the team members can be uploaded during the submission procedure of the final drawing.

PRIZES

Non Architecture Competitions will award one winner, selected by the jury collectively, and 7 honourable mentions.

WINNER (2 PRIZES)

/ 1.000 euros*

/ publication in the Non Architecture Competitions books and website

/ reviews in digital magazines and several architecture blogs

HONOURABLE MENTIONS (7 PRIZES)

/ publication in the Non Architecture Competitions books and website

/ reviews in digital magazines and several architecture blogs

NON ARCHITECTURE EDITORIAL PICK (MINIMUM 6 PRIZES)

/ publication in the Non Architecture Competitions books and website

FINALISTS (UP TO 35 PRIZES)

/ publication in the Non Architecture Journal

SPECIAL PRIZE

The organization might establish additional special prizes and awards during the competition development and in the evaluation phase.

*Taxes will be deducted and retained by overall prize amount. The prize will be taxed as professional income or other sorts of income according to Italian law, with a range from 20 to 30% according to winners' country of residence.

Note: The appearance on external architectural platforms are subject to the agenda and availability of the external platforms.

CALENDAR AND PRICING

01 July 2022	Competition launch.
01 - 31 July	Special registration period (40€*).
01 - 31 August	Early registration period (55€*).
01 - 30 September	Regular registration period (70€*).
01 - 31 October	Last minute registration period (85€*).
15 October	Submission opens.
31 Oct, 11:59 PM	Submission closes.
01 - 15 December	Winner announcement.

* +22% VAT.

The timing always refers to Central European Time (CET). To avoid confusion, please check the countdown on the competition page.

REGISTRATION

The registration fee is per team, regardless of how many members are on the team.

If a team wants to submit more than one proposal to the competition they will have to register each proposal separately and pay an additional fee for each proposal they wish to submit.

For a project to be accepted the team must be properly registered to the competition. All registrations will be done through the [Non Architecture website \(nonarchitecture.eu\)](https://nonarchitecture.eu), where you have to create an account, log in and choose your payment option.

All the payments will be organized through our Website, in order to provide the safest procedure to all the participants. Payments can only be operated via credit cards & debit card.

After completing the payment, you will receive an email from Non Architecture which confirms the transaction and registration code. **THE REGISTRATION CODE WILL BE THE FIVE DIGITS CODE INDICATED AS “ORDER NUMBER”**, which will be sent to you once your payment is accepted.

You can always find your order number in [My Account page](#), under My Order.

After your Non Architecture confirmation is sent, you can't cancel your payment anymore and it is not possible to get a refund of the registration fee.

In case you have issues with payments, contact us at info@nonarchitecture.eu

JURY

The jury will be composed by a pool of platforms and experts specialized in the theme addressed by the competition. They will act as partners in the competition and final jurors of your work.

The jury members are the following:

Yves Pasquet, Cyril Gauthier, Guillaume Aubry
founders of Freaks Architecture

Pico Velásquez
Founder & CEO, VIIRA

Sofie Hvitved
Owner, COO & Chief Editor, Luksus Media
Senior Advisor & Head of Media, Copenhagen Institute for Futures Studies.

Kuba Jekiel
(meta)architect exploring physical and digital realities |
design with and for VR

All jury members expressed their formal commitment in reviewing short-listed projects and selecting winners according to the awarding criteria expressed in the brief.

SUBMISSION



Submissions must be done through the Non Architecture website (nonarchitecture.eu), before the submission period ends, the deadline is indicated in the calendar.

The submission surface opens 2 weeks before the submission deadline. It is going to be placed on the Non Architecture website, on the corresponding competition page.

Submission process:

1. Create your ZIP file, containing 2 JPEG images and 2 DOC files.
2. Upload it to wetransfer.com and choose the option “Get transfer link”. Make sure that you save your link for future use.
3. Go to nonarchitecture.eu and fill the submission form, there you need to include the WeTransfer link you created.

By filling the form, your submission is finalized. You are going to receive **one confirmation email** when you finalize your submission on the website.

No submissions will be accepted by e-mail or any other medium.

The submission page will be automatically closed after the submission date and time are reached, not allowing any modifications.

We suggest uploading your project 24 hours in advance to make sure that everything works out correctly. This way you have time to solve any issues that might come up along the submission process.

EVALUATION

The core values of the competition are:

/ Innovation - In terms of program management, technology and originality of the formal solution proposed.

/ Communication - Clarity, appeal and experimentation in the presentation of the proposal.

/ Relevance - The degree to which the proposal is related or useful to the proposed theme.

These values will lead the selection of the finalists' projects and they will be used by the jury as a guideline in their decision.

Remember that this is a competition of ideas, an opportunity to experiment and explore the limits of architecture representation. The jury reserves the right to award any proposal that fails at any of the parameters mentioned in these rules, as long as it justifies the breach of the rule in favour of the value of the proposal.

The voting system to choose the winning projects is as follows:

1. The Non Architecture competitions team, following the main values of the competition, will make an initial selection of max 50 finalist projects in response to the above mentioned criteria. The amount of pre-selected projects can slightly vary according to the judgment of the pre-selection team.
2. The members of the jury will study the pre-selected projects privately and give an evaluation for each one of them. Votes will be compared and revised to reach a common agreement on the selection of winners and honourable mentions.

In order to guarantee the authenticity of the awarding process, the prize's selection cannot be appealed.

INTELLECTUAL PROPERTY

All the materials submitted to the competition will become part of Non Architecture Competitions' files. Non Architecture will have full rights to publish and promote this material, always making proper mention of their authors.

The material might also be used for the platform's merchandising and exhibition purposes. For any other purpose, the authors of the projects will keep full rights over their design and will be asked to grant permission.

By submitting a proposal you are giving Non Architecture the right to use the received material in both printed and online publications.

Non Architecture Competitions will also have the right to slightly modify any of the mentioned materials in order to better adapt it to the different formats and layouts that different publications might have.

ADDITIONAL NOTES

1. Non Architecture reserves the right to make any changes to this document (dates, deadlines, requirements, etc.) as long as the changes benefit the majority of the competition participants. Any modifications will be announced on the Non Architecture Competitions Discord, Facebook page, Instagram account and weekly newsletter. It is the responsibility of each team to check the above mentioned sources on a regular basis to follow and incorporate if any changes are made.

2. The purpose of this competition is an intellectual exercise and will not be built. To produce a relevant collective research, a minimum amount of 30 registrations has to be submitted. If the registrations are less than 30 by the day of the deadline, Non Architecture reserves the right to proceed with the evaluation and publication, without awarding the monetary prize. In this eventuality, all the registration fees will be reimbursed to the participants.

3. No one has hired Non Architecture to organize this contest. The only purpose of this initiative is to raise questions that could lead to the progress of architecture practice and engage a community of enthusiastic and creative designers in the creation of what could be a new way to represent architecture.

The idea and program of this competition have been fully developed by the Non Architecture Team to serve solely as an intellectual exercise.

4. Non Architecture Competitions is not held responsible for a breach of contract regarding the publications.

5. Participants are expected to submit original work. Copying somebody else's work or using copyrighted photos, images, architectural/art pieces is strictly prohibited and will result in recalling all prizes and removal from the website, social media and the publication.

6. This competition as well as all products and brand elements related to Non Architecture are sole property of Non Architecture s.r.l., VAT 16621271002, located in Via delle Coppelle 3, 00186, Rome, Italy.

CONTACTS

For additional info please check the FAQ on our website:
www.nonarchitecture.eu/faq

During the competition, all participants are permitted to ask questions which help them better understand the brief description and/or any other aspect of the competition.

Any questions that are not resolved in this document must be made via email at info@nonarchitecture.eu - if you didn't register yet - or through the [Nonaverse](#), our server on Discord - if you already registered to the competition.

You will find there a dedicated channel for competition Q&A. Access to the Nonaverse can be found in your [personal account page](#) after registration to the competition.

This ensures that all participants have access to the same amount of information. Questions via any other social media channels will not be addressed.

THE NON
ARCHITECTURE
TEAM AND ALL
THE COMPETITION
PARTNERS WISH
YOU THE BEST LUCK,
CONFIDENT THAT YOU
WILL APPROACH THE
CONTEST
WITH ALL YOUR
CREATIVITY AND
INNOVATIVE MIND.

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WWW.NONARCHITECTURE.EU

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