
	6	Table of contents: Essays, Statements, Interviews
	8	Table of contents: Game Reviews
	9	Table of contents: Project Descriptions
	10	Introduction Friedrich von Borries, Steffen P. Walz, Matthias Bottger
Level 1	14	THE ARCHITECTURE OF COMPUTER AND VIDEO GAMES A SHORT SPACE-TIME HISTORY OF INTERACTIVE ENTERTAINMENT
Level 2	138	MAKE BELIEVE URBANISM THE LUDIC CONSTRUCTION OF THE DIGITAL METROPOLIS
Level 3	216	UBIQUITOUS GAMES ENCHANTING PLACES, BUILDINGS, CITIES AND LANDSCAPES
Level 4	320	SERIOUS FUN UTILIZING GAME ELEMENTS FOR ARCHITECTURAL DESIGN AND URBAN PLANNING
Level 5	410	FAITES VOS JEUX GAMES BETWEEN UTOPIA AND DYSTOPIA
	488	Author biographies
	495	Image copyrights

Level 1	16	PLACES TO PLAY What Game Settings Can Tell Us about Games Andreas Lange	Level 3	218	NEW BABYLON RELOADED Learning from the Ludic City Lukas Feireiss
	26	A SHORT HISTORY OF DIGITAL GAMESPACE Dariusz Jacob Boron		230	PLAY AS CREATIVE MISUSE Barcode Battler and the Charm of the Real Claus Pias
	44	ALLEGORIES OF SPACE The Question of Spatiality in Computer Games Espen Aarseth		233	UBIQUITOUS GAMING A Vision for the Future of Enchanted Spaces Jane McGonigal
	56	NARRATIVE SPACES Henry Jenkins		238	CREATING ALTERNATE REALITIES A Quick Primer Christy Dena
	61	GAME PHYSICS The Look & Feel Challenges of Spectacular Worlds Ronald Vullemin		248	PERVASIVE GAMES Bridging the Gaps between the Virtual and the Physical Steve Benford, Carsten Magerkurth, Peter Lungstrand
	74	LABYRINTH AND MAZE Video Game Navigation Challenges Clara Fernández-Vara		251	THE POETICS OF AUGMENTED SPACE The Art of Our Time Lev Manovich
	88	STEERING THROUGH THE MICROWORLD A Short History and Terminology of Video Game Controllers Winnie Forster		266	URBAN ROLE-PLAY The Next Generation of Role-Playing in Urban Space Markus Montola
	100	VARIATION OVER TIME The Transformation of Space in Single-screen Action Games Jesper Juul		276	CHANGING URBAN PERSPECTIVES Illuminating Cracks and Drawing Illusionary Lines Staffan Bjork
	110	LISTEN TO THE BULK OF THE ICEBERG On the Impact of Sound in Digital Games Axel Stockburger		290	PERVASIVE GAMESPACES Gameplay Out in the Open Bo Kampmann Walther
	118	WALLHACKS AND AIMBOTS How Cheating Changes the Perception of Gamespace Julian Kücklich		304	PERSUASION AND GAMESPACE Ian Bogost
	132	FORM FOLLOWS FUN Working as a Space Gameplay Architect Olivier Azémar		312	LIFE IS NOT COMPLETELY A GAME Urban Space and Virtual Environments Howard Rheingold
	134	LOAD AND SUPPORT Architectural Realism in Video Games Ulrich Gotz			
Level 2	146	USE YOUR ILLUSION Immersion in Parallel Worlds Florian Schmidt	Level 4	328	PLAY STATIONS Neil Leach
	158	MAKING PLACES Richard A. Bartle		332	TACTICS FOR A PLAYFUL CITY Iain Borden
	164	ACTIVITY FLOW ARCHITECTURE Environment Design in Active Worlds and EverQuest Mikael Jakobsson		335	WHY GAMES FOR ARCHITECTURE? Ludger Hovestadt
	174	WHAT IS A SYNTHETIC WORLD? Edward Castronova, James J. Cummings, Will Emigh, Michael Fatten, Nathan Mishler, Travis Ross, Wili Ryan		340	GAME OF LIFE On Architecture, Complexity and the Concept of Nature as a Game Georg Vrachliotis
	182	COMPETING IN METAGAME GAMESPACE eSports as the First Professionalized Computer Metagames Michael Wagner		351	DESIGN PATTERNS ARE DEAD Long Live Design Patterns Jussi Holopainen, Staffan Bjork
	186	PLAYING WITH FRIENDS AND FAMILIES Current Scene of Reality-based Games in Beijing Zhao Chen Ding		352	THE UNINHIBITED FREEDOM OF PLAYFULNESS Marc Maurer, Nicole Maurer
	200	NARRATIVE ENVIRONMENTS From Disneyland to World of Warcraft Celia Pearce		354	VIVA PIÑATA Architecture of the Everyday Tor Lindstrand
	206	PLAYING WITH URBAN LIFE How SimCity Influences Planning Culture Daniel G. Lobo		358	798 MULTIPLAYER DESIGN GAME A New Tool for Parametric Design Kas Oosterhuis, Tomasz Jaskiewicz
	214	NEW PUBLIC SPHERE The Return of the Salon and the End of Mass Media Peter Ludlow		372	RULE-BASED URBAN PLANNING The Wijnhaven Project, KCAP (Rotterdam) Kees Christiaanse
				376	TIT FOR TAT AND URBAN RULES Alexander Lehnerer
				380	LIGHTLY AUGMENTING REALITY Learning through Authentic Augmented Reality Games Eric Klopfer
				384	SCENARIO GAMES Vital Techniques for Interactive City Planning Raoul Bunschoten

	398	THE NEW MENTAL LANDSCAPE	Why Games are Important for Architecture Antonino Saggio
	401	"CAN I TELEPORT AROUND?"	Jesse Schell
	404	TOWARDS A GAME THEORY OF ARCHITECTURE	Bart Lootsma
	407	ACTION IN THE HANDS OF THE USER	William J. Mitchell
Level 5	416	WAR/GAMES AFTER 9/11	James Der Derian
	420	WAR PLAY	Practicing Urban Annihilation Stephen Graham
	425	ENDER'S GAME	Towards a Synthetic View of the World James H. Korris
	430	FORBIDDEN GAMES	Eyal Danon, Galit Eilat
	438	OUTDOOR AUGMENTED REALITY	Technology and the Military Wayne Piekarski, Bruce H. Thomas
	441	AFTER NET ART, WE MAKE MONEY	Artists and Locative Media Marc Tuters
	444	"EASTERN EUROPE, 2008"	Maps and Geopolitics in Video Games Stephan Günzel
	450	THE GAME OF INTERACTION	Gerhard M. Buurman
	452	ATOPIA (ON VICE CITY)	McKenzie Wark
	456	PLAYING WITH ART	Hans-Peter Schwarz
	462	CHINESE GOLD FARMERS	Immigrant Workers in the Game Land Ge Jin
	466	ADVERTISEMENT IN VIDEO GAMES	"Sell My Tears," Says the Game Publisher Christian Gaca
	480	RE-PUBLIC PLAYSCAPE	A Concrete Urban Utopia Alberto Iacovoni
	484	GAMESPACE	Mark Wigley