ARCH 498
DESIGN OF VIRTUAL ENVIRONMENTS
3 Credits
Prerequisite: Computer literacy (Arch 370 or permission)

Instructor
Mark D Gross

Course Description
Many people spend significant amounts of time on-line these days, inhabiting virtual environments for shopping, education, entertainment, and even romance. This course is about designing and making virtual environments. We'll examine and critique existing virtual environments to understand how they convey a sense of place. Individual and group projects will construct virtual environments for diverse purposes.

Course Objectives
Participants learn to think critically about the role of architects in the construction of virtual space, and societal meanings as cultural institutions go online. Participants also gain specific technical skills in the construction of virtual places.

Course Requirements
Completion of assigned exercises, term project
Participation in class discussions.

Course Evaluation
Exercises. 50%
Term Project. 50%

Required Reading
Selections from the Web

Recommended Readings
Sherry Turkle, Life on the Screen
William Mitchell, City of Bits
Daniela Bertol, Virtual
Mark Stefik, Internet Dreams
Marcos Novak http://www.centrefuge.org/marcos/
Asymptote architecture http://www.asymptote-architecture.com/
Peter Anders, Envisioning Cyberspace: designing 3d electronic spaces
Daniela Bertol's Designing Digital Space: an architect's guide to virtual reality