



## CHAPTER 8

# conclusion

## Architecture is more than a Game

This dissertation started out as a medium to highlight the presence of young people in the city, and the need to design spaces for them. It has been determined that a Youth Centre in the Central Business District of Pretoria is necessary.

The above mentioned goal can be seen as a problem that had to be overcome by solving a series of smaller problems. These included the site location, legal constraints, as well as, design challenges.

Similarly, during the playing of a game, the player is confronted with new problems and challenges to overcome when progressing through the levels. The design process itself may be compared to playing a game since it also consists of levels:

### **Concept, Design, Development and Technical Resolution.**

Each level had to be completed in order to move on to the next. If a problem was encountered a revisit to the previous levels often revealed an answer.

Through this new adopted process of design it can be concluded that architecture itself consists of a process, guided by its own narrative. That narrative determines the function and layout of a building, but since a narrative can change during the design process or over a period of time the design needs to change accordingly. Therefore, it is an interactive process that has shown to incorporate a variety of different aspects.

The process followed in this dissertation was as follows:

A problem was identified and then addressed in a design solution. The solution was then tested to determine its validity and successfulness. If a certain aspect of the design had passed the scrutiny it was carried over into the next "level" as it may. During the testing phase new problems were identified that needed to

be addressed. A new design solution was then generated and evaluated until a satisfactory solution was achieved.

The conclusion can be drawn that space for interaction is the base for all design interventions, real or virtual. Architecture forms a backdrop for this interaction to take place.

However, through the process of designing it was determined that the difference between the real world and the virtual one is very wide. Designing a purely virtual world would result in failure since virtual worlds are cold and sterile. The vibrant energy that humans bring to a space are necessary in order to make any design intervention successful.

Therefore, architecture is more than a game. It cannot be reduced to a checklist where problems are determined and ticked off when they are addressed. It is a tangible interface between the real world and that of the designer's imagination. Future research may be done to determine how the human qualities of architecture may be introduced to the sterile environment found in the virtual world. The virtual world, however, may serve as inspiration for designing in the real world, but it cannot replace it.

**Architecture is not all about the design of the building and nothing else, it is also about the cultural setting and the ambience, the whole affair.**

(Michael Graves)