GAME IS MORE
TOWARDS GAMIFIED COLLABORATIVE ARCHITECTURE

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ABSTRACT

The architecture design discipline is currently facing a significant gap in collaborative approaches within teams. This project aims to determine how collaborative aspects work in architecture design by looking at it through the lens of game design. It proposes to make the design process more engaging and help create a shared understanding amongst the team as well as increase the efficiency of the design process. Also, it focuses on the group dynamics between the designers and the other disciplines involved in the design process.

The research is based on extensive literature acquired by analyzing games and collaborative processes in architecture, which impacts the game that is being developed, which is created by integrating theoretical and practical design aspects. The game itself is the primary method of investigation in the research since it allows one to investigate the potential of collaborative design techniques by bringing together the various disciplines of game design and architecture.

The result of the research shows that designers in the real-time environment design more efficiently and in less time.

While the thesis provides different insights on collaboration in architectural design processes, future studies may focus on expanding on this method by using gaming technology to explore further into the future technologies.

Keywords: gamification, collaborative,digital,elements, criteria