

# SOE - The GAME PALACE (SOEEC) Entertainment Center

Creative Game and Digital Edu-Entertainment Space



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Date	2004-2005 ( Phase 1,2,3)
Project Name	SOEC Edu-Entertainment Center Physical augmented design intersected with simulated/virtual environment and interactive immersive spaces
Topic/Key Words	Immersive Environmental Design, Digital Design Imbedded in Physical Structures Physical Augmented Architecture, Responsive Environments ,Embedded Immersive Narrative
Project phases/Stages	Conceived as a nine-phases project
Achievements/Accomplishments	See Bellow
Project Current Stage	Phases accomplished: 1,2, and 3
Role/Responsibilities	Designer
Credits/Collaboration/Partners	F.A.B.R.I.CATORS, Milan,Italy
Awards/Artist in Residence	
Funding/Grants/Support	
Acknowledgements	
Bibliography	See: FF. Publications-5a and 5b
Exhibit/Exposure	See: FF. Exhibit/ Exposure
Conference/Lecture	See: FF. Conferences/Lectures
Web / Links	
Images	
Video	
Notes	
Description	See Bellow



## Embedding immersive design and digital narrative in physical architecture

Physically-augmented architecture intersected by high-performance infrastructure and immersive design tailored to user-specific solutions and multipurpose uses, configurations and needs allowing the embedding of fully immersive narrative both physically and virtually in a physical building, initially conceived to be co-located both in the upper and under- ground



## Physical architecture Description

The central structure is 25.000 square feet = 2.323 m and 10 Mt high.  
The structure has two stories, reaches a total of 10 Mt high, and is covered with earth. Beginning and rising up from the entrance of [MT], the stairs then extend down to the base of the museum to join the five main gates. The staircase is surrounded by transparent mobile winged flexible structures fitted with screens suitable for interactive projections. The screens have multiple degrees of freedom in size, distance and forms.

## Networked Rooted Labyrinth

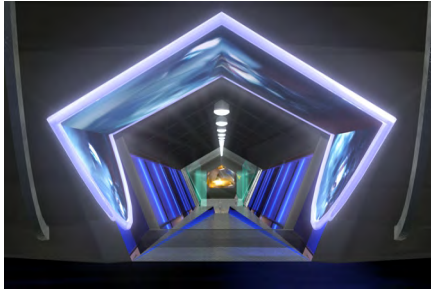


The design can be interpreted as the “roots” of the upper architectural landscape, metaphorically extending the landscape and architectural form of the structure. Giving form to a networked rooted labyrinth linking the gallery’s five game areas

### **Design: games areas | interconnecting passages**

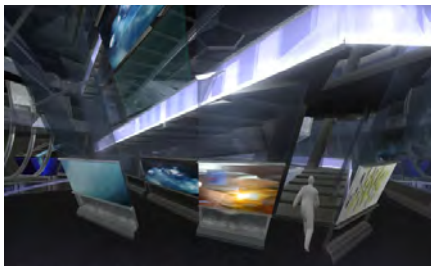


The entrance is located on the upper ground level. The stair case reaches 10 meters in height, piercing the structure and encircling the core structure. The central structure is encircled by a network of five games areas, with five interconnecting passages. A five edged spiral stairway borders the central structure, forming a trapezoidal walk. A transparent mobile and modular wing shaped structure featuring interactive projection screens surround the stairs. While the central structure is hexahedral, the entire staircase is spiral with sharp square edges.



### **Interior**

Intersection physical augmented ambivalence with virtual dimensional environments - SOEEC seamlessly integrates customized visualization display systems, responsive environments, interactive performances, physical augmented multifunctional ambiances, three dimensional interfacing structures and specific entertainment technological requirements, allowing users of playing, leisurely interacting, entertaining, and sharing physically and digitally.



### **Visual Narratives & Interactive storytelling imbedded in Real Architecture**

The interior design brings into play multiple visual narratives and a conceptual structure that follows a dynamic internal logic. This ebb, flow, and interconnection of art, story, technology and architecture generates an organic and united spatial structure while also providing for an interactive, narrative and thrilling game experience. A narrative will be threaded through the whole project, connecting each part of the whole, while also maintaining each area’s distinct identity and originality.

