**Meets:** Monday 12:00 - 16:50 and Thursday 12:00 – 16:50

**Instructors:** Assoc. Prof. Dr. Z. Ezgi KAHRAMAN,

Assist. Prof. Dr. Deniz ALTAY KAYA,

Instr. Semih KELLECİ

**Schedule:**

14 December 2020:

\*Introduction to the problem

Building the topography model of project area.

17 December 2020:

Submission of Topography models.

21 December 2020:

Critics on your partial models of activity spaces designed with your **syntax**

24 December 2020:

Critics on your design of the **1st level 2nd levels** of your game together.

28 December 2020:

Critics on your **total** game space design.

04 January 2021:

Critics on your **total** game space design.



***“*Game Space with Its Topography”**

**Assignment VII – Final Project**

You should design a playing space for the game you have designed in the previous exercise.

This time your game will take place in the urban plot given to you. The area is called “**Meşe Parkı**” which is located between Yüzüncüyıl and Çukurambar districts.

You should revise your game rules according to the spatial requirements given below:

1. The game arena must include spaces and physical structures that will allow the following physical activities:

* Climbing / jumping
* Hiding
* Run/walk/crawl through the interior
* Walk/run/crawl from the exterior
* Watch/observe/look out
* Gather

1. Your game will be composed of 3 levels
2. After the completion of each level your players will gather in one ‘focal point’ and get directed to the next level. Your focal point should not be located on the centre of the land plot\*.
3. The spatial design should both include the design of the topography and physical structures
4. The spaces you design should both be under and over the ground/land level\*.

You are free to select any location of the park with a minimum 200 meters x 300 meters area to be designed.

Your game space must have at least 2 elements with a minimum of 150 meters height. These elements may be platforms or volumes.

You will work on a **1/500** scale

Final jury date will be announced later.