

02.] **Developing a design strategy for the games lounges**

The games lounge area will accommodate four 2-seater lounges. One of these lounges will be acoustically isolated, to be used both for games and non game content. The three remaining units are intended to be open, giving rise to the potential for more random and expanded group interaction and dynamics. The austere and abstract nature of the early games suggests that rather than make these spaces boisterous, loud, overblown and cartoon-like they should be elegant and refined [or at least cerebral, a more avant garde experience], suggesting a combative theatre more akin to chess than pinball. This is not to dissuade an intensely competitive atmosphere but rather to focus on the skill and art involved in playing.

03.] **Screen Lounge exterior form and material studies**

While it is intended that the interior of the screen lounges is designed from notions of the domestic lounge room, we are designing their exterior form and materials with a view to communicating the character of television and television production. The following characteristics have been focused on:

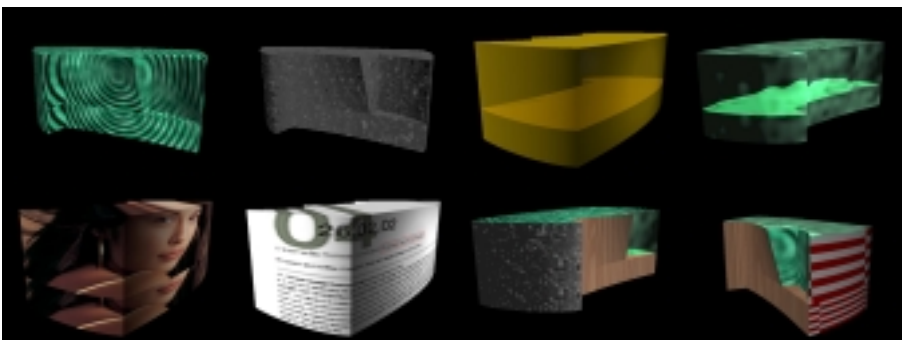
Scanning: The interlaced scanning technique used to construct the low resolution image, totally disassembled in transmission, the fast scanning of channels and programs made possible by the remote control device.

Sampling and Cut-up: The mosaic of jump-cut elements that present as the discontinuous reality served up by television, the back to back cacophony of physical viewpoints and material formats, news, drama, sport, celebrity interviews, gardening, drama and comedy etc. This low definition information demands participation like a Seurat painting, while it's discontinuous nature is reminiscent of the experience of the city.

Repetition: Television favours repetition over analysis, a relationship stretched over time, a process rather than product driven medium favouring formats like the weekly sitcom.

Broadcasting: Television is a network phenomenon, satellite networks, production networks and broadcasting networks. These networks tend to promote the idea of flow and interchangeability, a relativism over the absolute individual perspective favoured by the book.

This combination of elements give rise to the highly tactile and participatory nature of the medium. Our intention is to explore these elements along with some of the more technical characteristics of television image making like the sinusoidal enveloping nature of the Lissajous figure.



Progress and outline of research areas and design strategies to 08.03.2002