

## An Architectural Approach To Level Design

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Explore Level Design through the Lens of Architectural and Spatial Experience Theory. Written by a game developer and professor trained in architecture, An Architectural Approach to Level Design is one of the first books to integrate architectural and spatial design theory with the field of level design. It explores the principles of level design through the context and history of architecture, providing information useful to both academics and game development professionals.

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Book Review: An Architectural Approach to Level Design Introduction During a review of the literature on architecture and game design for my Ph.D on natural environment design in games, Christopher Totten, a game designer and academic, was identified as the most contemporary and significant authors writing about architecture and games design.

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Totten's talk was a rare and intriguing look at level design through the lens of architectural theory, and he went on to flesh out his arguments for why level designers should spend more time...

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