

ABOUT

SPACE BETWEEN PEOPLE HOW THE VIRTUAL CHANGES PHYSICAL ARCHITECTURE EDITED BY STEPHAN DOESINGER If architecture is the construction of space between people, what happens when that space exists in a virtual world? That question is the starting point for this collection of revolutionary projects by a new generation of designers. The book begins by examining the important issues that have emerged as technology reshapes our idea of place and proceeds to present the four winning projects from the first architecture competition held within the explosively popular Internet community known as Second Life. Chosen for their inventiveness and aesthetic excellence, these structures—a cloud that can be inhabited; a meta-museum; an interactive sound scape; and a “snow palace” of discarded objects—illustrate the mindbending possibilities of digital design. In the book’s final section, media artists share their real-time experiences conceptualizing and creating projects for the virtual world.