

City Residuals

Runqi Zhou

New York University
3 ZhiDeBeiXiang, Dongcheng District, Beijing
rz1508@nyu.edu

ABSTRACT

City Residuals is an interactive web development project based on my contemplation about individualized experience in the city. The project hypothesizes the city as an interface that invokes people's perception and helps them process the information behind. Using the interactivity and flexibility the web offers, City Residuals provides a highly-customizable experience that invite the visitors to rethink about city's functionality and potential and experiments with possible gamified interaction mechanism and space representation within digital media.

Keywords

Game user experience, website, hyperlink, spatial, 3d, digital media, gamification

INTRODUCTION

City Residuals is inspired by many of the urban and space related theory, including The Situationist's creative approach in exploring urban space and Juhani Pallasmaa's writings about phenomenology of space. City Residuals uses 3d tiles from Google Map and customized 3d assets to create a virtual landscape that is highly representational while keeping some realistic info from the selected urban landscapes. As the users are browsing the space, they are allowed to interact with the 3d objects which will open up new windows in the browser with various kinds of curated info or change the visual effect of the whole environment. The interactions add layers to the virtual landscape and proposes an interaction style that combines spatial elements and browser-based elements, metaphorically echoes with the concept of *dérive* by the situationist. The landscape of cyberspace is the new urban landscape we need to explore as interfaces, and the various digital info and windows that channelize new connections are the sensational encountering we have in our everyday life with objects and people. While the *dérive* focuses on revolting against the mundane and uncreative everyday experience, the cyber *dérive* want to arouse curiosity and refreshment with digital simulations and info that we are getting accustomed to more and more every day. The project proposes a kind of reality that exists in the online space, between the 3d space and 2d browser window, between hyperlinks and digitized info, and arouses our recognition of the city experience in a gamified way. I hope this experimental project could bring

Proceedings of DiGRA 2024

© 2024 Authors & Digital Games Research Association DiGRA. Personal and educational classroom use of this paper is allowed, commercial use requires specific permission from the author.

insights to the creation of online games, web-based experiences or gamified experiences that involves spatial interaction.

City Residuals can be visited by:

<https://jun-z-png.github.io/City-Residuals/>

Project Documentation:

<https://junzhou.info/City-Residuals>

Some of the screenshots:



