

## Combining linear content and spatial design for Mindstage

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### **Abstract**

Space has become a core element of modern new media artifacts but the step from textually described to visually and functionally represented spatial structure has still to be fully accepted. *Mindstage* is a proof of concept prototype that applies spatial design and corresponding interaction design to adapt a traditional linear lecture into an interactive 3D virtual environment. The project addresses issues of mapping the linear talk onto a predefined knowledge space and how to make this space freely explorable as a multi-user virtual world. The paper argues that such an approach provides the necessary flexibility and accessibility without losing the core lecture's content but also closes with a caveat on the limitations of such a design philosophy.

### **Keywords**

Spatial design, video game, virtual learning environment, film design, virtual architecture