

High Performance Centre:

Restructuring notions around gaming.

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There is still a stigmatism around gamers and playing computer games. People do not see how it can be a competitive sport or used as a learning tool. With the cost of systems and the limited (if any) exposure to the industry, people have not been able to experience this field and alter their ideas around the realm of gaming.

Those that have the opportunity to play and experience gaming, might not know about the professional scene or even know how to achieve it. There appears to be a threshold of advancement for the South African gamer. This is due to: Low average internet speeds, high cost of equipment, lack of familiarity with the local gaming industry, scarce local competitions and international media coverage.

With many countries around the world eager to get into this market and develop a system that works, Architecture can be a guiding factor in the implementation of a gaming building. What follows is an exploration of how this building can enrich its community and ultimately how can it educate the public about this ever advancing field.

The aim of this master thesis is to explore alternative ways in which gaming and technology can be seen, not only in Johannesburg but on a world wide scale.

This comes in the form of a new school as part of Wits, interactive museum, game development centre and a facility to develop professional gamers. With Braamfontein already under massive growth in this sector and its centralized location, it is a perfect spot to facilitate this thesis. The aim is to restructure the notions people have about gaming, the industry and the future. Further positive strengthening of the ideas by the placement of the building on the site, and working with the relation to the landscape in a new technology orientated understanding of place and identity.

