

WORLDBUILDING

JRR Tolkien, 1927. *Taniquetil*



COMMON DEFINITIONS

- Constructing a setting
- Sci-fi and fantasy
- World systems (e.g. social, political, historical)
- Fictional narratives
- Video games, tabletop games, films, stories



- Reconstructing a historical ‘world’
- Transporting an audience



Rhondda Heritage Park, Museum of Welsh Mining

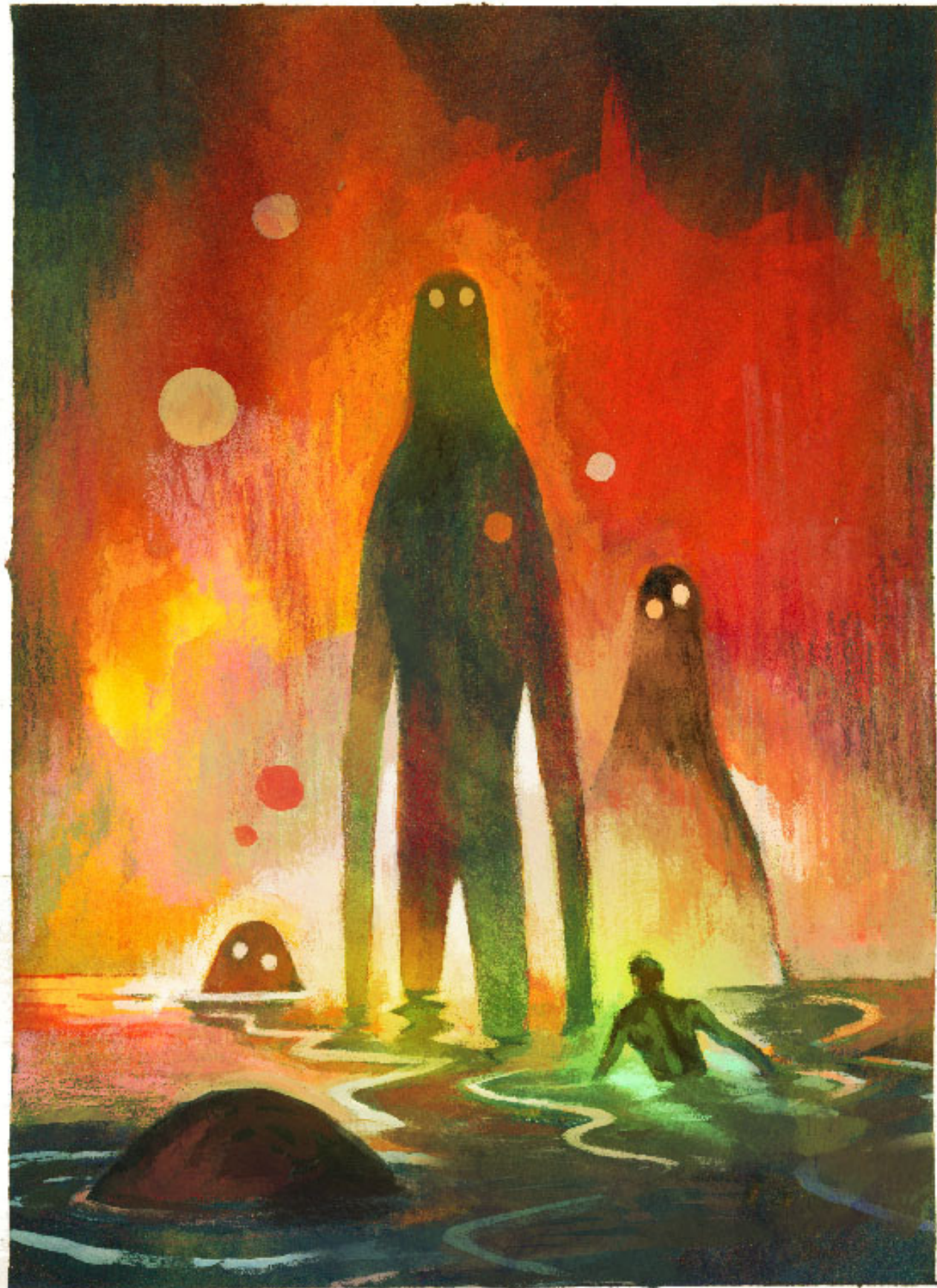


Museum of Welsh Life, Celtic Village at St Fagans

WIDER DEFINITIONS

- Immersive experience
- Atmosphere
- Sense of place

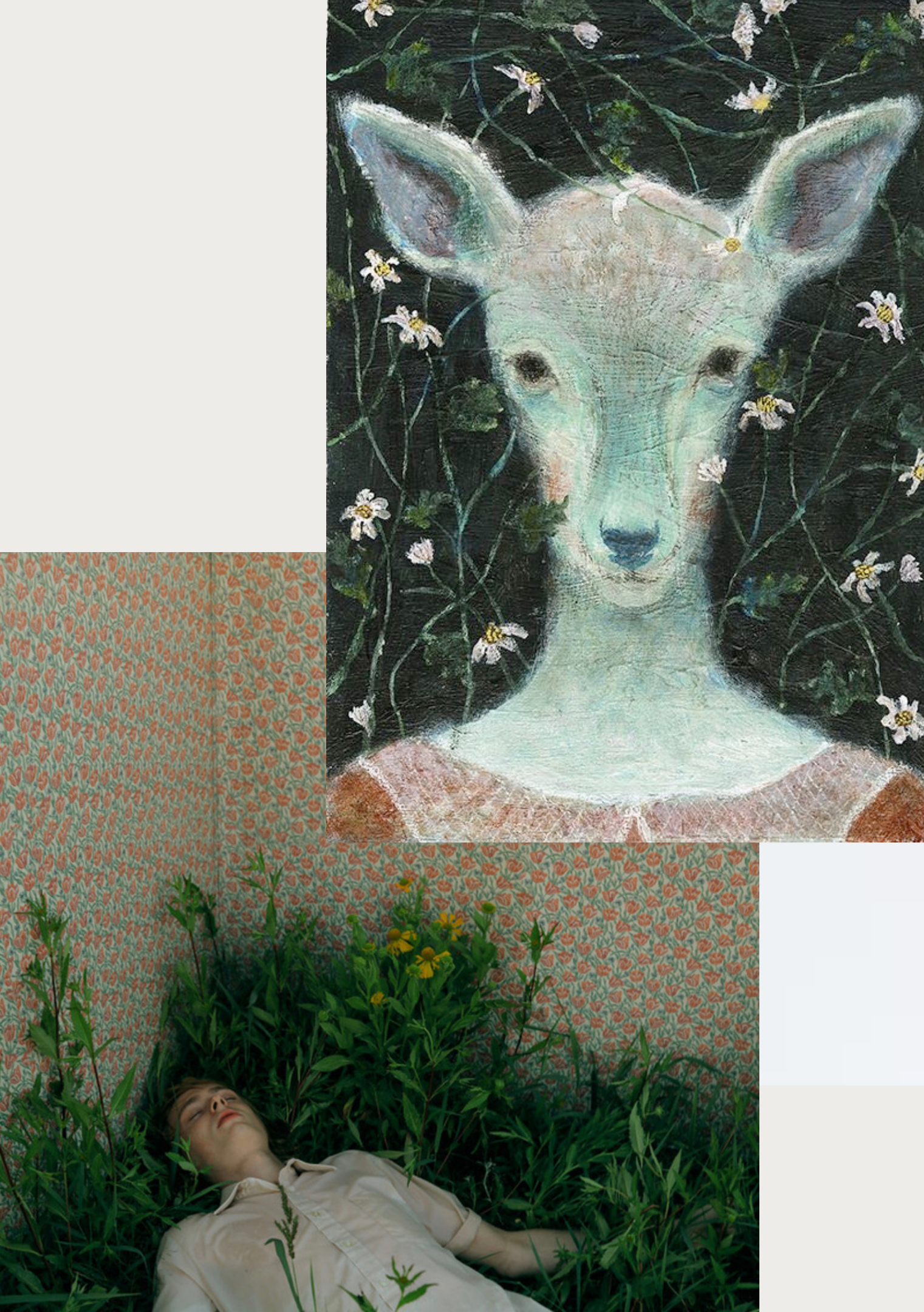




Matthew Forsythe, *The Visitors*

A single image or art piece

A combination of images, artworks, objects, audio...



Left to right: Kyle Thompson, Tetsuhiro Wakabayashi,
Alexandra Levasseur, Lena Hoschek



RECOMMENDED READING

Mark JP Wolf, 2012, *Building Imaginary Worlds: The Theory and History of Subcreation*

Edward Relph, 1976, *Place and Placelessness*

Marta Boni, 2017, *World Building: Transmedia, Fans, Industries*

Jeff VanderMeer, 2013, *Wonderbook: The Illustrated Guide to Creating Imaginative Fiction*