Acknowledgements

While only my own name graces the cover, this book would not have been possible without the generous contributions of so many others. The book was developed out of my graduate research at the University of Alberta, and I would like to begin by thanking my supervisor Astrid Ensslin for her insightful feedback, support, and mentorship throughout that writing process, and for her encouragement to pursue publishing the work. I am also grateful to my first reader Arlene Oak for introducing me to many approaches for studying the built environment, and to Geoffrey Rockwell for introducing me to many productive ways of conducting research. Both of you made my transition from architecture into engaging with other disciplines far smoother. Going further back, the questions that drove this book arose during my formative years at Dalhousie University's School of Architecture, and I would like to thank the instructors, staff, and students that contributed to its constructive and convivial atmosphere, particularly my graduate supervisors Christine Macy and Sarah Bonnemaison. Books such as this cannot be completed without rich source material, and I must thank the developers of the video games analyzed here for creating exceptional works that advance the medium. I would also like to extend the warmest thanks to my friends and family: you provided tireless encouragement and a valuable sounding board as I refined the ideas underpinning this book. Finally, the deepest thanks and gratitude are reserved for my wife Luisa: your love and support saw me through this huge undertaking, and your critical eye has made this a far better book. The burden was so much lighter with your warm presence and our abundant laughter.