

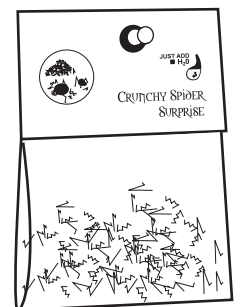
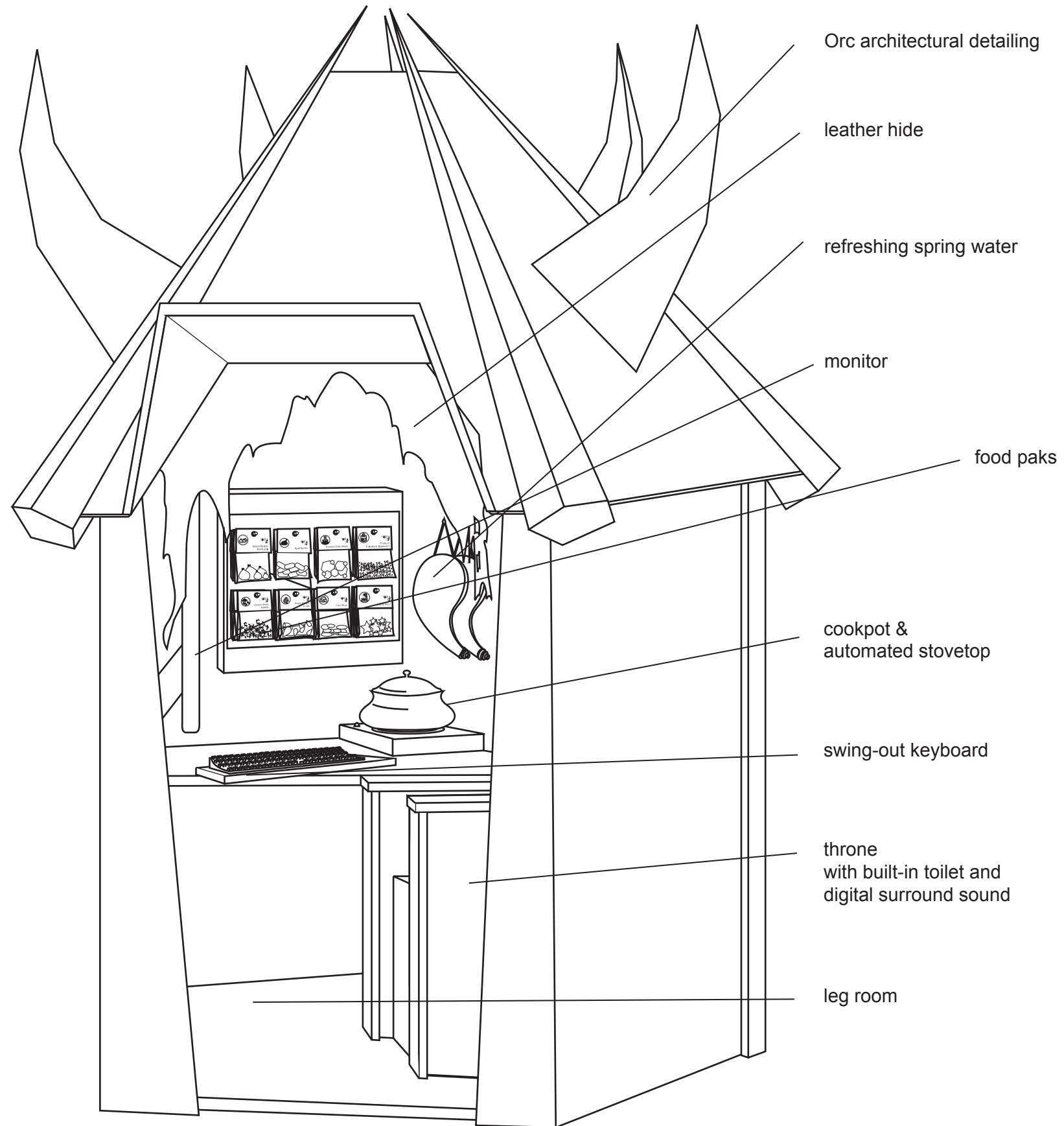
WOW Pod

by Cati Vaucelle and Shada/Jahn

WOW Pod is an immersive architectural solution for the advanced WOW (World of Warcraft) player that provides and anticipates all life needs. Inside, the player finds him/herself comfortably seated in front of the computer screen with easy-to-reach water, pre-packaged food, and a toilet conveniently placed underneath a built-in throne.

When hungry, the player selects a food item and scans it in. WOW Pod then physically adjusts a hot plate to cook the item for the correct amount of time and temperature. The virtual character then jubilantly announces the status of the meal to both the player and the other individuals playing online. When the food is ready, the system automatically puts the character in AFK ('Away From Keyboard') mode to provide both player and avatar a moment to eat. When the player resumes playing, he/she might just discover his/her character's behavior is affected by the food consumed in real life — sluggish from overeating or alternately exuberant and energetic.

The exterior of WOW Pod mimics the look of WOW architectural structures, whose swaths of flat, pixelated surfaces digitally recreate the built environment of an imagined past. Upon crossing the threshold and entering WOW Pod, the player finds a tangible simulation of things digital.



-  GOBLIN DEVILED CLAMS
-  LYNX STEAK
-  JUNGLE STEW
-  SMOKED DESERT DUMPLINGS
-  ROAST RAPTOR
-  SOOTHING TURTLE BISQUE
-  FLASK OF CHROMATIC RESISTANCE