

shaping, resembling the trunk and leaves of bamboo, taking into account ergonomics, efficiency and high adaptability.

The design script defines the main situations: an open cash room, individual workplaces, a waiting area for visitors, an information zone, which are distinguished by original decision and connection with natural forms.

**3. Design Solution.** The design of this object can be defined as an object of formation and structurally consisting of the formation of the visual, anthropometric and material structures [2].



### Reference list :

1. Design: essays on the theory of system design / N. P. Valkova, Yu. A. Grabovenko, E. N. Lazarev, V. I. Mikhaylenko. - L.: LSU, 1983. - 185 with.
2. Grashin A. A. Methodology of design-design elements of the objective environment. Design of unified and aggregated objects: ueb. allowance / A. A. Grashin - M.: Architecture-S, 2004.

## DESIGN CONCEPT OF LIVING ECOSYSTEM

**K. Zenkova**

VSU named after P.M. Masherov, Vitebsk, Belarus

The design and analysis of the design concept of a living ecosystem was carried out on the basis of the principles of the design methodology in three stages [1], in which the systems approach and the structural analysis method lie.

**1. Pre-project analysis.** One of the basic concepts of ecology - the ecosystem, or the ecological system - has become widespread in the field of design, as an artificial environment created as a result of human activity. Examples of man-made ecosystems include urban and residential space. The formed principles of the modern ecological attitude to the formation of the residential ecological

environment are associated with the systems approach, which was actively established as a professional look at the object of design activity [2]. These principles take into account the creation of a holistic environment, including the structure itself and the surrounding space, the harmonious unity of functional, technical and aesthetic aspects, naturalness, and relevance of the artistic image of the environment. The goal of the work is to study the principles of designing a residential ecosystem as a holistic subject-spatial environment, to analyze the created author's design concept of a residential ecosystem within the framework of a systems approach.

## **2. Design installation (design concept, design program, (design scenario).**

The basis for creating a design concept is the definition of an artistic image that occupies an important place at the initial stage of the design process. The artistic image of the ecological residential system created by the author is autumn nature or the period of "golden autumn" (end of September - mid-October), during which the foliage on the trees acquires a multicolor rich color. This season of the year is transitional when there is a decrease in daylight and gradual. However, it is precisely this period that became a symbolic reminder of the main problems of designing a living environment, such as the active use and preservation of solar energy.

This artistic image was stylized into a formal composition, which became the basis for further color-plastic development of a residential ecosystem and included the following features:

- in spite of the fact that initially the artistic image was taken from nature, plastic was chosen for further design as straightforward, since the idea of the image of nature was viewed in a broad, not literal sense. The image of nature in this concept is an emotional state, not a direct copying of plastic solutions. The emotional state of the autumn nature as an artistic image - balance, calm, regularity, precise rhythm, some severity of repeating elements;
- a calm range of beige shades in combination with rich accents of red-burgundy, orange-terracotta and light green colors;

The design concept of an ecosystem should be defined in an artistic way - the use of minimalistic, concise solutions, the choice of the necessary compositional means, such as module, rhythm, scale, proportion, the ability to apply quick and easy transformation, reconstruction, unity and visual connection with living nature.

After determining the design concept, a design program should be developed that will determine the elementary procedure for developing a qualitatively new aesthetic environment of a residential ecosystem:

- the possibility of construction with minimal costs and maximum housing performance;
- the use of modular elements. This need is due to the psychological desire of modern man to easily change the surrounding space, depending on their individual preferences;

- high aesthetic indicators, which will correspond to modern architectural and interior trends on the one hand, and on the other hand, evoke a feeling of comfort. This living environment should not be “cold” in the psychological sense of this concept;
- visual connection and unity with wildlife.

The program finds its specification in the design stage, which will determine the types, nature and purpose of specific design methods and tools, such as the ability to use natural, renewable resources, consideration of natural and climatic conditions, the use of low-cost local materials, such as wood, economical design systems, such as frame. An important part of the design development is the use of modular elements, a clear repetitive rhythm, the choice of a strict rectilinear solution. High aesthetic indicators of a residential ecosystem are based on such concepts as conciseness, unity of the constituent components, integrity of perception, visual connection with living nature.

**3. Design solution.** After studying the problem of aesthetic formation of a residential ecological system, a new design concept can be proposed in the context of the development of the Republic of Belarus. At the heart of the design is a simple geometric figure - a square and its doubling, which is a design module (Image 1). Because of this, the elements of a house in an ecosystem are interchangeable and can be easily put together in various designs for quick redevelopment. The module consists of a double-sided shield, in which, on the one hand, the glass unit is fixed, and on the other, various facing panels containing heat-insulating and sound-proof materials. From these panels both the external structure of the house and the internal division of the interior space can be made. In this house there are no capital walls and partitions, the whole division of the interior occurs due to the arrangement of the panels with each other, combining the idea of traditional frame construction and easy transformation. This structure can be either single-level or two-level. A large area of glazing has a visual connection with nature.



Image 1 Design concept of a modular residential ecosystem.

In conclusion, it can be noted that the system approach used in the design allowed to study in more detail the problems of the formation of the aesthetic ecological space and create a qualitatively new image of the object-spatial environment of the residential ecosystem.

Reference list:

1. Design: essays on the theory of system design / NP. Valkova, Yu.A. Grabovenko, E.N. Lazarev, V.I. Mikhaylenko. – L.: LSU, 1983. – 185 p.
2. Shimko V.T. Architectural and design design. Fundamentals of the theory (environmental approach): Textbook / V.T. Shimko, 2nd edition, amended and corrected. M: "Architecture-S", 2009. – 408 pp., Ill.

## THE GAME AS A MODERN WAY OF COMMUNICATION

A. Zitkovsky

VSU named after P.M. Masherov, Vitebsk, Belarus

In modern times, a computer game has acquired the status of a cultural phenomenon, a commercial product, and many compare modern computer games with a new kind of art. More and more games are being developed with a focus on the online mode, thereby generating new types of communication technologies. To understand the impact of computer games on communication processes, you need to define the concept of "communication". According to the culturologist, Sadokhina, communication is "a socially determined process of exchange of information of different nature and content, transmitted deliberately through a variety of means, which aims at achieving mutual understanding between partners and is performed in accordance with defined rules and regulations" [Sadokhin, 2014].

The aim of the work is to determine the communicative component in modern computer games and whether it is possible to consider a computer game as a way of modern communication.

**Material and methods.** The material for the study were multiplayer computer games. Methods used: search, analytical, generalizing.

**Findings and their discussion.** More and more modern computer games are distributed on the Internet. Not so long ago, a permanent connection to the Internet, as well as the formation of gaming communities, not many games of the genre required "MMORPG" (mass multiplayer online role-playing game), in such games, the process was based on the collective interaction of players with each other, that without combining common efforts and mutual assistance it is impossible to achieve any results. At this point in time, almost every significant game is accompanied by the creation of a "community" so-called gaming community. In modern times, the creation or launch of the next game is initially accompanied by the creation of fan groups in social networks, as well as discussions on forums in order to attract a potential audience. Therefore, the output of the next project for him fixed a certain Fan base. Every day the percentage of users playing online games is growing and with it increases the level of socialization of the game components. These factors have recently been the main ones when choosing a game project. People will choose a game that can be played with friends or where they will be surrounded by people with similar interests.