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Posudek diplomové práce Bc. Barbory Jurášovy

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Bc. Barbora Jurášová has designed an e-Sport stadium for Dota2, located in Stockholm, Sweden. e-Sport is a recent development in which people compete against each other not in traditional physical sports, but in computer games. It is a logical evolution from early so-called “LAN-parties” from the 1990’ies (ad hoc playing together over connected computers) to world-wide organised and codified competitions, such as DOTA 2 for this project.

The design of the project is located in Stockholm, Sweden, less than a kilometre north-east of the 1912 Stockholm Olympic Stadium. The site itself is less than 3 km away from the city centre. It is more or less a ‘forgotten’ area, of triangular shape, closed in between the railroad lines, highway, and sport facilities. In that sense the context does not impose strict urban boundary conditions. The nearness to other sports facilities makes it a logical choice for this building location.

Bc. Barbora Jurášová has carefully analysed the phenomenon of e-sports and Dota2 in particular. The latter is one of the most popular so-called multiplayer online battle arena games. According to Wikipedia, it has had over one million people playing at the same time world-wide (to compare, for example ice hockey has world-wide 1.64 million registered players). Contrary to ice hockey however, you do not need a rink to play Dota2. You just need a computer and an Internet connection. There are more differences: signing up to Dota2 is free. Your team of five people is not from your same neighbourhood or city, but can be from any place on the world. People watching your game are not present in the same location as you. The consequence of all this is, that DOTA is not like anything we know today as a sports or competition event. Thus, we have no architectural counterpart for this.

The paradox of Barbora Jurášová’s diploma work is, that for the final rounds of Dota2, we use the existing typology of the stage and the stadium to set up a physical encounter of two teams. Thus, the central question of the diploma work is: how must we transform the stadium type to make DOTA2 possible? In her diploma work, Barbora Jurášová starts from a fairly standard medium-size stadium which is adapted to the functional

program of e-sports. The addition of a wing that can be used for expo, guarantees financial feasibility for the building outside the use of e-sports. The functional layout of the plan, and also the structural organisation of the building, including the roof, all are of the standard stadium type.

This is where I think the diploma could have pushed further. Is the central set-up of “playing field” or “stage” surrounded by seating in a bowl, really necessary for e-sports? The central organisation suggests something happening in the centre, which in reality is not there. Thus, you might as well arrange seating for example in smaller clusters spread out over the whole building. It is this particular investigation that I miss in the diploma work.

To conclude, Bc. Barbora Jurášová has designed a new type of sports-facility that stays very close to the traditional typology of a sports stadium. It is certainly an adequate and realistic solution. In my view, a more adventurous exploration of this new type would be appropriate – at the risk of a design that may be less functional than the current proposal. Nevertheless, I support the defence of the diploma work, with mark ‘C.’

S úctou,



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