



PLAYFUL EDGES

Urban gaming to populate and activate the city

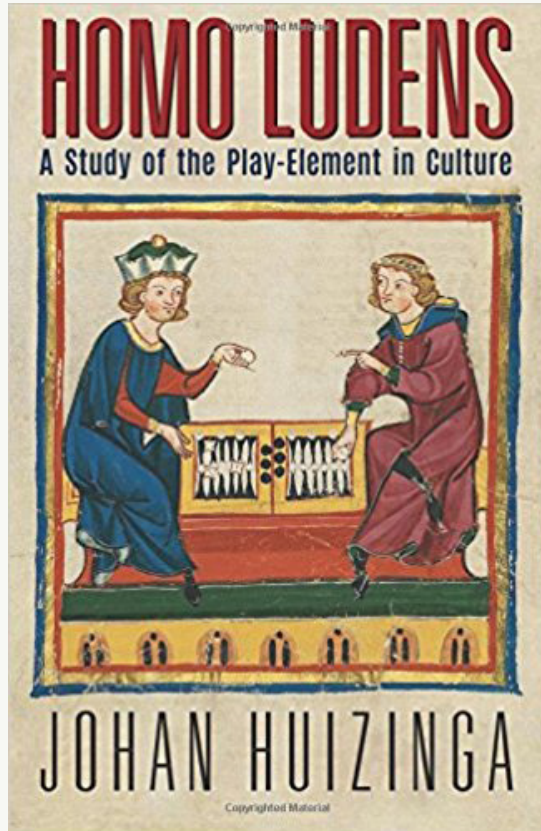


Dr. Valerio Perna - IF Coordinator

Përgjegjës i Qëndrës Kërkimore në Arkitekturë, Inxhinieri dhe Dizajn
@Universiteti POLIS

SicilyLab2019 - Gioiosa Marea (ME)





1938



▲ Ninja takes over IT University

Keeping the spirit of childhood
alive in your life means
maintaining a curiosity
for knowledge,
the joy of understanding
one's will to communicate



Bruno Munari - Codice Ovvio 1971





Rome
The Eternal City (?)



Faculty of Architecture
Valle Giulia





Hogeschool Van Amsterdam
Lectorare Play, Civic and Media



Faculty of Architecture
Palermo



Universiteti POLIS
Faculty of Architecture
Tirana

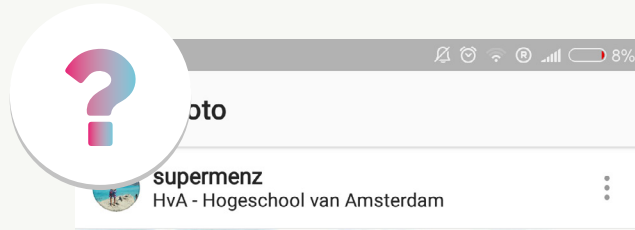


Shahid Beheshti University
Faculty of Architecture - Tehran









Valerio



Lectorate 'Play and Civic Media'



Ben



Martijn



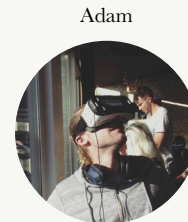
Gabriele



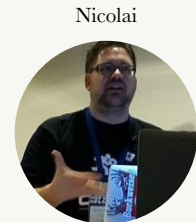
Paul



Mirjam



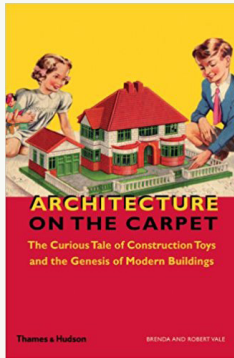
Adam



Nicolai



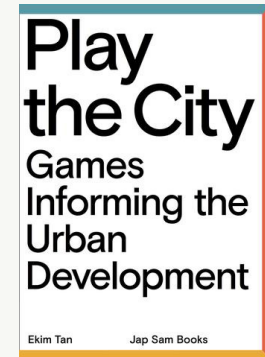
Enhancing creativity



Education 2.0



Urban challenges





LUDIC

activity

AS A

DESIGN
strategy



STEP BY STEP

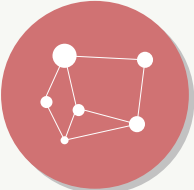
GAMES AND THEIR RULES



GAMES OF ARCHITECTS

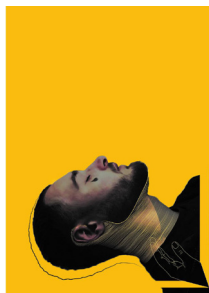


A NEW LUDIC GRAMMAR



TOWARDS A LUDIC METHODOLOGY
FOR ARCHITECTURE





SELF PORTRAIT OF THE CRISIS TIRANA | PLUG-IN RIVER

Tirana | Plug-in River is a chair project within the 'Advanced Architecture and IT media'. The design proposal sees the river Tirana as a new generation infrastructure based upon five essential principles emerging from multifunctionality as ecological systems, from mobility to information networks, up to the re-touch of the civic and symbolic role of the infrastructure to foster interventions in the built environment. The chosen path of the River is the one in the Northern part of the city where it intercepts the new boulevard, the informal settlements surround located there, and that are still waiting to know what their faith will be, and the natural system represented by the Muntë Dajti in the North. The students and all the teaching staff invite you to the 'Self Portrait exhibition' where every student will explain his relationship - and crisis - with Information Technology.

INNOVATION_FACTORY
Universiteti POLIS // IF_ LAB



STEP BY STEP (TODAY)

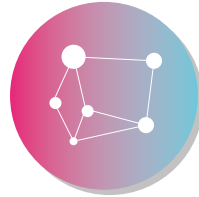
GAMES AND THEIR RULES



GAMES OF ARCHITECTS

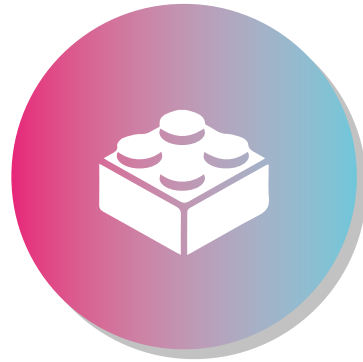


A NEW LUDIC GRAMMAR



TOWARDS A LUDIC METHODOLOGY
FOR ARCHITECTURE







▲ Nintendo Entertainment System (NES), *Super Mario Bros.*, 1985

DISCOVER ATARI®

DISCOVER ATARI COIN VIDEO GAMES.

Every so often, a company comes along that literally challenges the way we think. ATARI is just such a company. Packing a galaxy of motion and logic in dime-sized micro chips, our engineers have developed coin video games like Asteroids, Centipede and Tempest. Stimulating. Involving. Challenging.

DISCOVER ATARI HOME VIDEO GAMES.

As ATARI technology has grown, we've opened your eyes to the world's most popular home video games. Like Breakout™, Missile Command and Space Invaders™. Each bringing its own unique excitement to families all over the world. But there's still another facet of ATARI.

DISCOVER ATARI HOME COMPUTERS.

Perhaps this is the most important facet. Transforming the computer into an appliance you can use at home. The ATARI 400 and ATARI 800 Home Computers are examples of how we've taken sophisticated technology and simplified it so that you can gather information, compose music, play advanced games, and master your finances at the touch of a button.

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 Asteroids, Centipede, Tempest, Missile Command, 400, 800 are trademarks of ATARI, Inc.
 Atari is a trademark of Atari America Corporation.
 © 1981 Atari, Inc.

Atari Commercial, 1981 ▲



▲ Queen Nefertari plays senet. Painting in Queen's Land in Thebes, Egypt



Kunhert, W. *The Walas'axa*, 1894. Representation of Potlach ceremony in the village of Tsaxis ▲

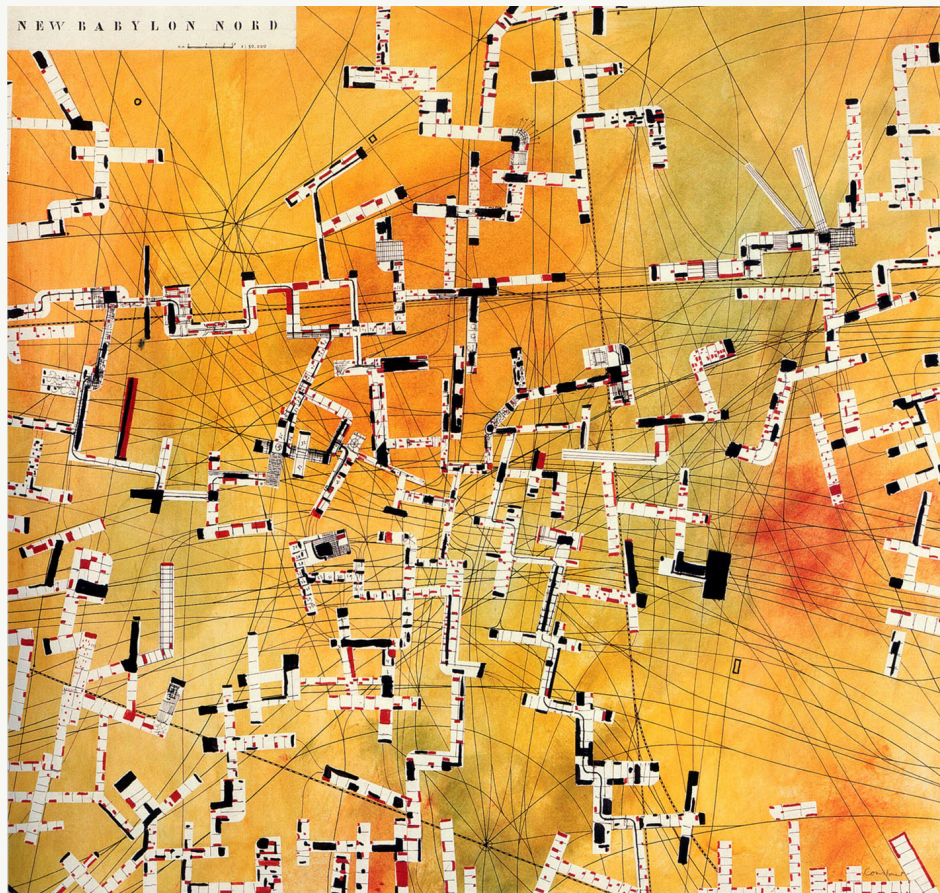


Bruegel, P. (The old), *Children's play*, 1560 ▲

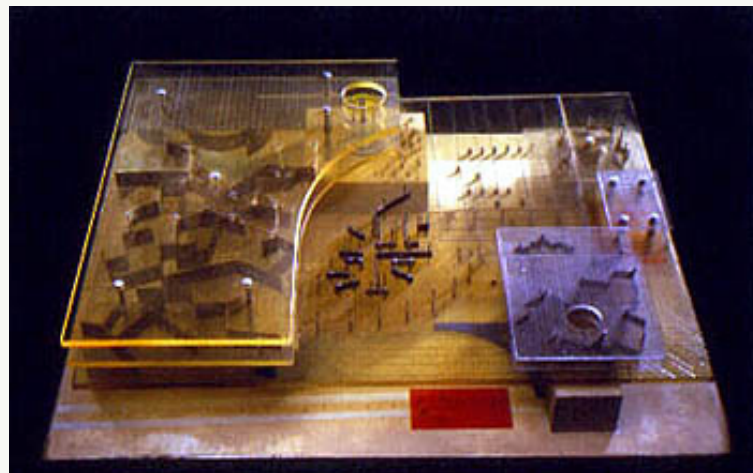




Eric Wong - Cohesion (2014)



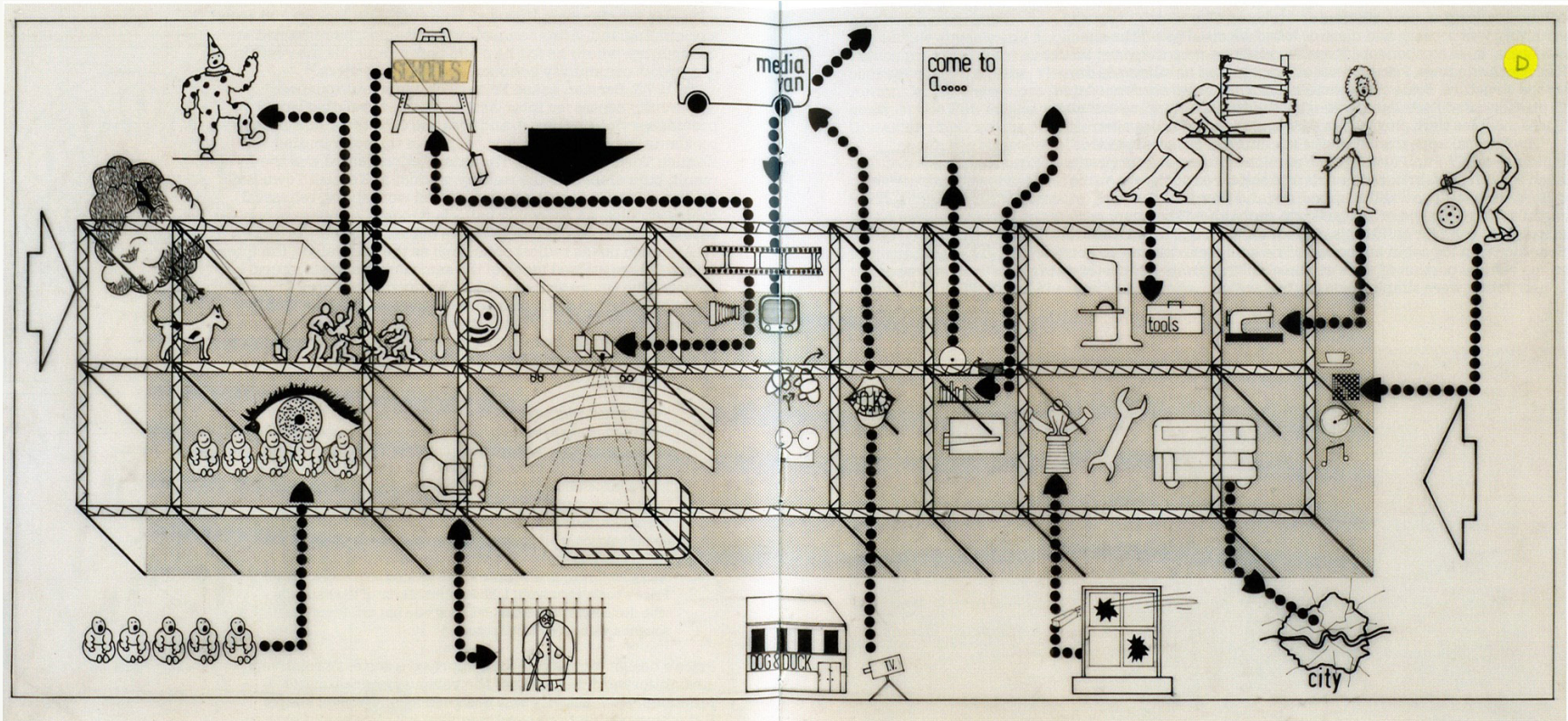
Constant, *New Babylon Nord*, 1959



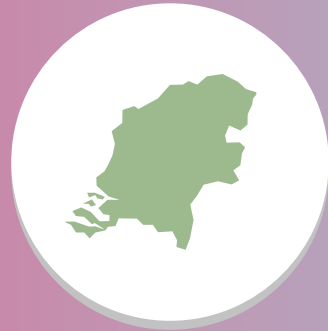
Constant, *New Babylon Ovest*, 1959



Constant, *Ambiance de jeu*, 1956



Cedric Price, Fun Palace, 1961





Rotterdam after the nazi-bombs (1940)



Rotterdam after the nazi-bombs (1940)



CO.BR.A - Karel Appel, *Wild horse rider* (1965)



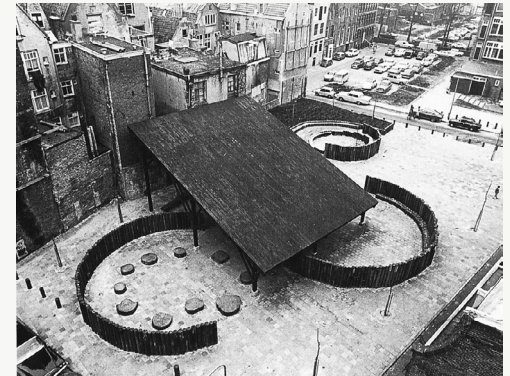
Portrait of Aldo van Eyck (1950-60's)



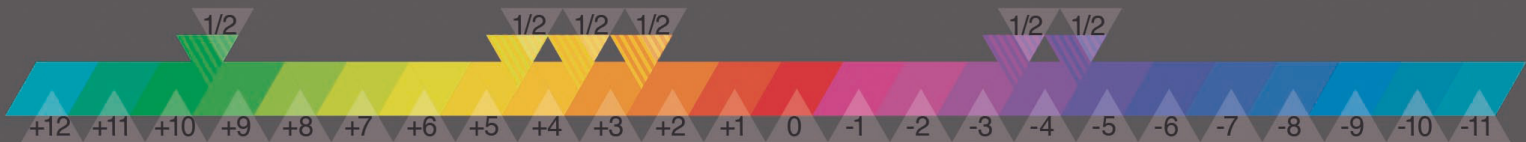
Twenty years of playground by Aldo van Eyck in Amsterdam



Buskenblaserstaat, 1956



Nieuwmarkt, 1968



DYMAXION MAP OF WORLD TIME ZONES DEPARTS FROM THE TRADITIONAL LINEAR, WEST-TO-EAST REPRESENTATION TO PROPOSE A VIEW OF THE WORLD EXISTING IN 24 DIFFERENT TIME ZONES AT THE SAME MOMENT IN TIME.

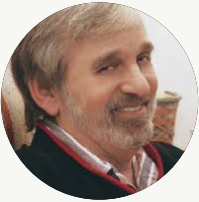
SPACE FIGHTER

THE EVOLUTIONARY CITY (GAME:)

MVRDV/DSD

In collaboration with
the Berlage Institute,
MIT and cThrough





A **Game** is when:

1. It has a clear **objective**
2. It needs specific actions (**rules**) to reach that objective
3. There is a **collective agreement** between players that embrace the rules and work to complete the game
4. Game's **mechanics** must **make the game self-motivating** to let the players keep playing

SUITS, B. (2005) *The Grasshopper: Games, Life and Utopia*. Peterborough: Broadview Press;



Playground /pleɪˈɡraʊnd/ s.f.

1. a **playground** is the most typical example of a **play space**, a **space** created to **welcome play** and to impose a specific one. In a **playscape pre-figured activities**, goals, and rewards **do not exist** (Miguel Sicart)

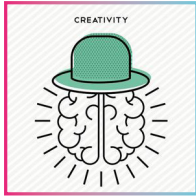
Playground /pleɪˈɡraʊnd/ s.f.

2. a **city** that can **contaminate the stay of architecture with the impermanence of the lived life**, can me a shelter be the chance for a meeting. A sort of **liberation** that **the actual space of the urban space makes impossible** (Iacovoni)

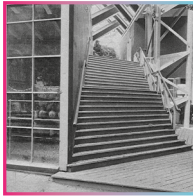
Aldo Van Eyck, *Dijkstraat playground*, Amsterdam, 1954 ▶



PLAYGROUND 0 LUDIC INVENTION TECHNIQUES



The six hat of thinking



Mel'nikov, Padiglione URSS



Mollino, Casa Capriata



Piranese, Ichnographia

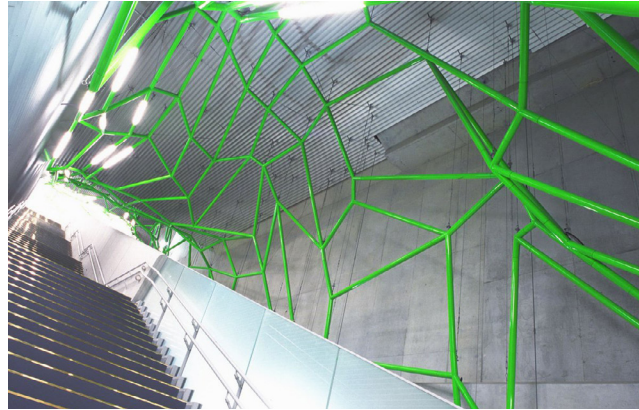
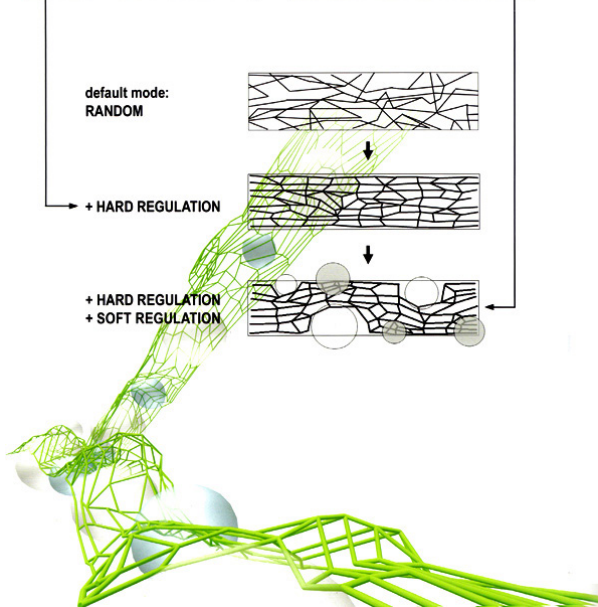
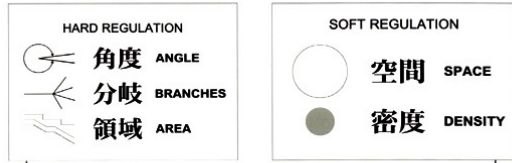


Lacaton&Vassall, Casa Cap Ferret



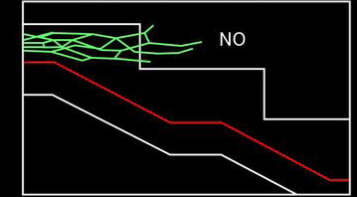
Watanabe, Iidabashi Station

Generating Program / WEB FRAME 2000

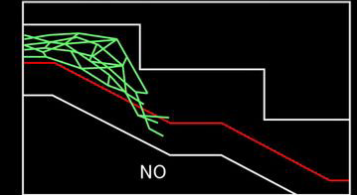


GROWING PROCESS:

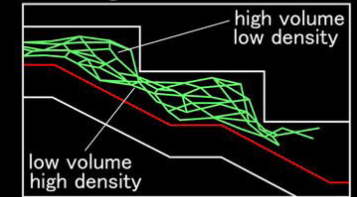
solving the condition:



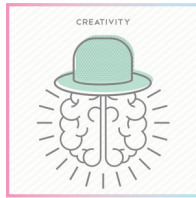
solving the condition:



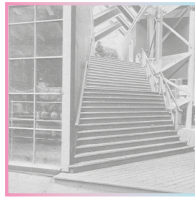
following the direction:



PLAYGROUND 0 LUDIC INVENTION TECHNIQUES



The six hat of thinking



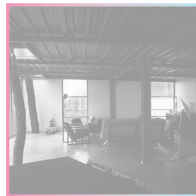
Mel'nikov, Padiglione URSS



Mollino, Casa Capriata



Piranesi, Ichnographia

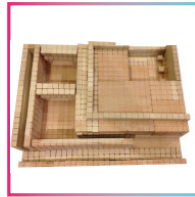


Lacaton&Vassall, Casa Cap Ferret



Watanabe, Iidabashi Station

PLAYGROUND I GAMES IN A GENERATIVE CONTEXT



Scacchiera - Azzurra Ferrauti



Scacchiera - Matteo Germani



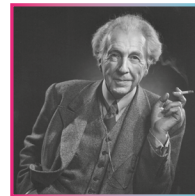
Set da costruzioni - Meccano



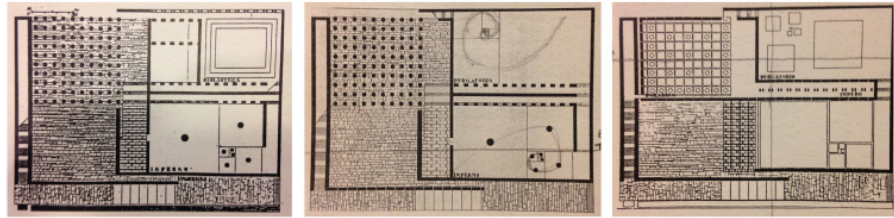
Set da costruzioni - Lincoln Log



Giochi froebeliani

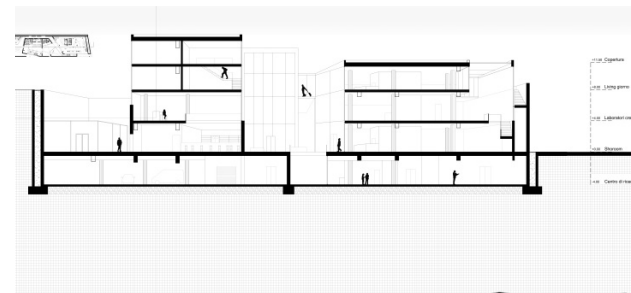
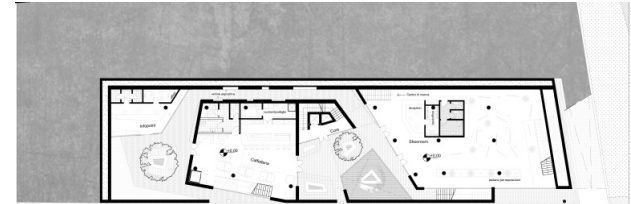
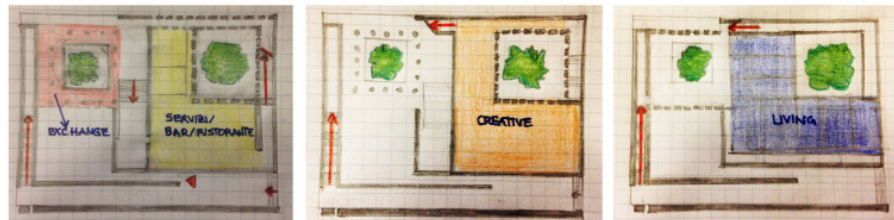


Frank Lloyd Wright

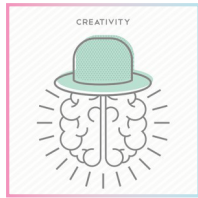


La SCACCHIERA

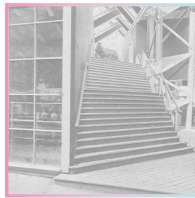
Primi schizzi progettuali



PLAYGROUND 0
LUDIC INVENTION TECHNIQUES



The six hat of thinking



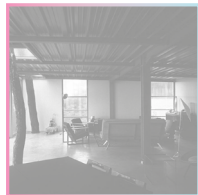
Mel'nikov, Padiglione URSS



Mollino, Casa Capriata



Piranesi, Ichnographia

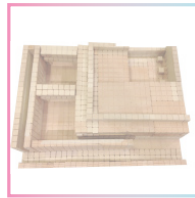


Lacaton&Vassall, Casa Cap Ferret



Watanabe, Iidabashi Station

PLAYGROUND I
GAMES IN A GENERATIVE CONTEXT



Scacchiera - Azzurra Ferrauti



Scacchiera - Matteo Germani



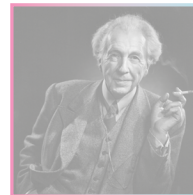
Set da costruzioni - Meccano



Set da costruzioni - Lincoln Log

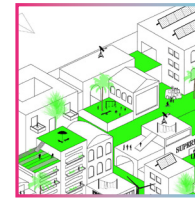


Giochi froebeliani



Frank Lloyd Wright

PLAYGROUND II
GAMES AS A BOTTOM-UP STRATEGY



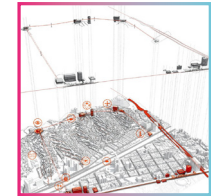
PlayTheCity - Yap-Yaşa



PlayTheCity - Play Noord



FieldsOfView



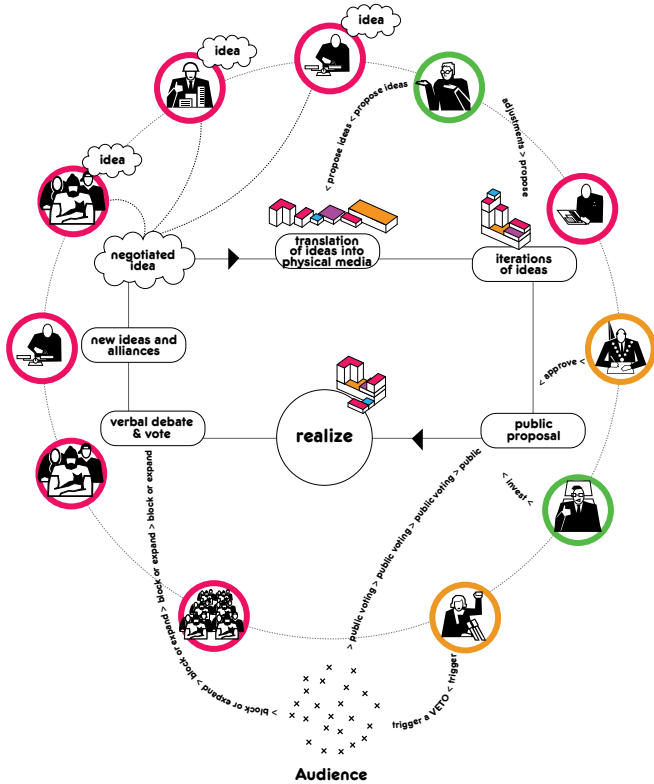
Urban Think Thank - Metro Cable



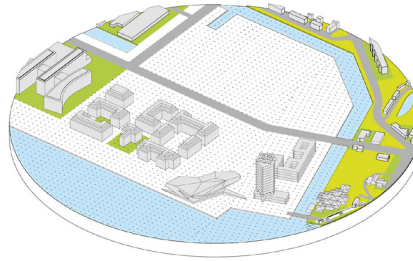
nITrogroup - TreeIT



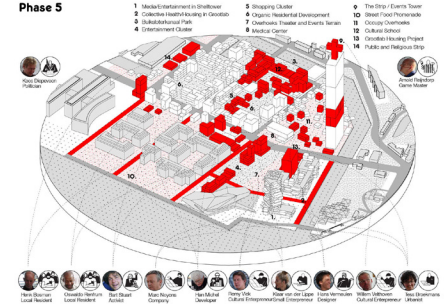
OFL Architecture - Zighzaghi



Game Table



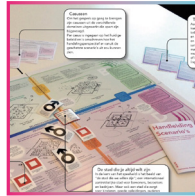
Phase 5



PLAYGROUND III GAMES IN A SOCIAL CONTEXT



Climate Hope City



Scenarios - The Game



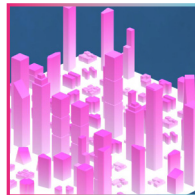
FindingPlaces



Utrecht Inclusive City Jam



Fields of View - Stake

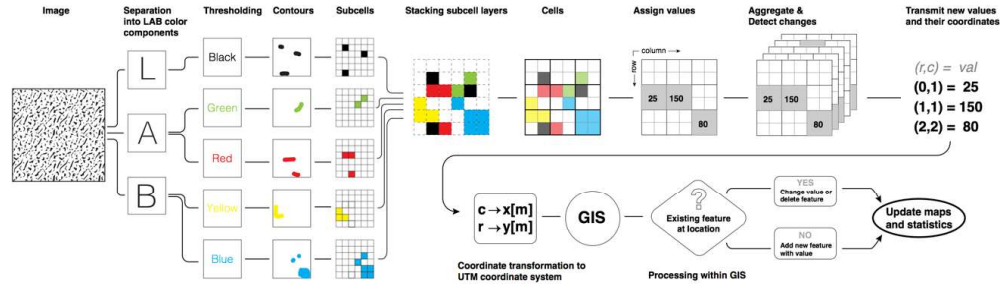
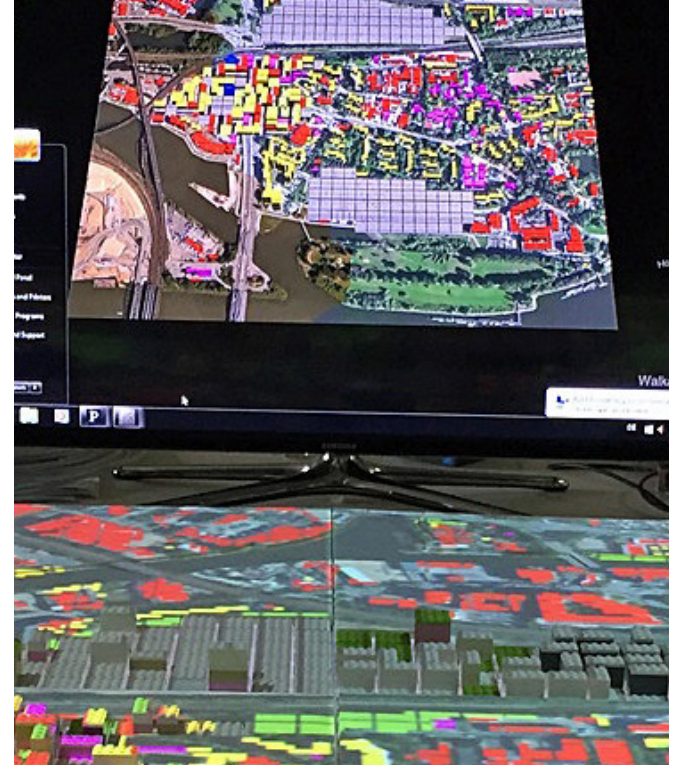
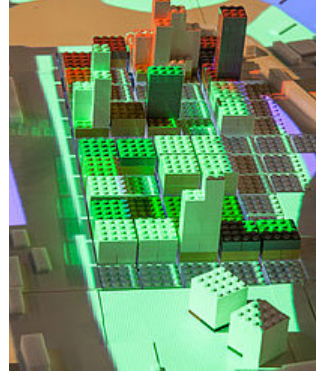
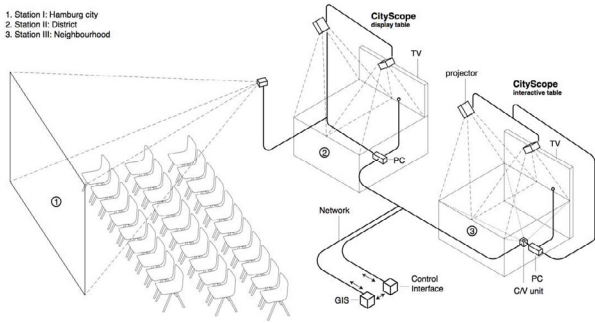


Molleindustria - Nova Alea

PLAYGROUND III | MIT+HCU, FindingPlaces (FP) Hamburg

LUDIC ACTIVITY AS A DESIGN STRATEGY

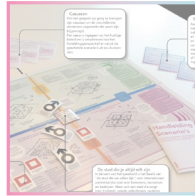
1. Station I: Hamburg city
2. Station II: District
3. Station III: Neighbourhood



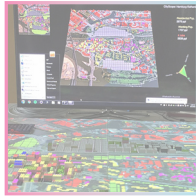
PLAYGROUND III GAMES IN A SOCIAL CONTEXT



Climate Hope City



Scenarios - The Game



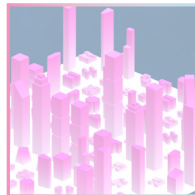
FindingPlaces



Utrecht Inclusive City Jam

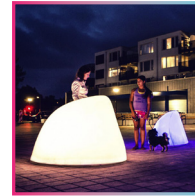


FieldsOfView - Stake

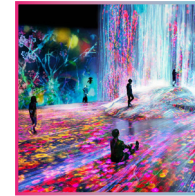


MolleIndustria - Nova Alea

PLAYGROUND IV GIOCHI IN UN CONTESTO URBANO



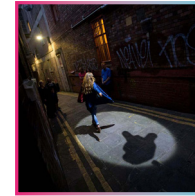
Studio Roseengarde, Marbles



teamLab, Universe



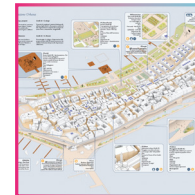
HC+Delva - Buiksloterham



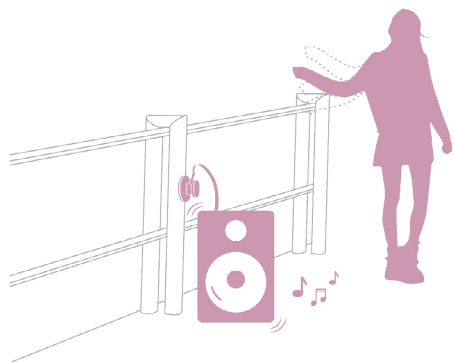
Playable Cities, Shadowing



nITrogroup, Reciprocal



Deltastudio - PlayTaranto

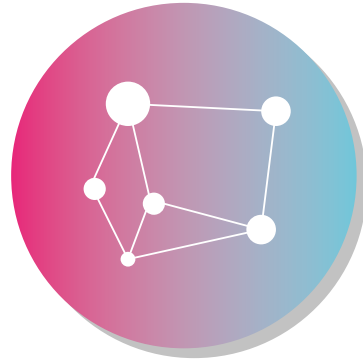


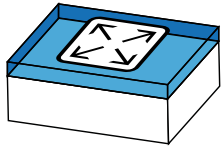
PLAY
THE
SPACE



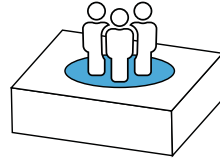




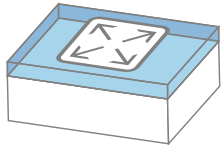




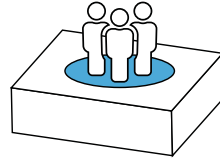
LOOSEN THE LIMIT



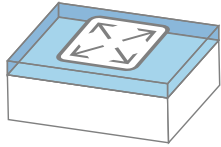
POPULATE THE
VOID



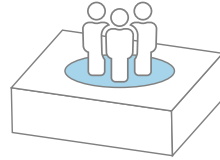
LOOSEN THE LIMIT



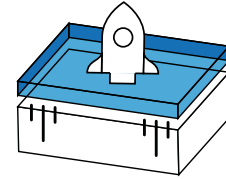
POPULATE THE
VOID



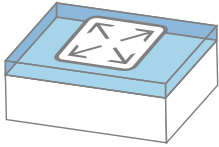
LOOSEN THE LIMIT



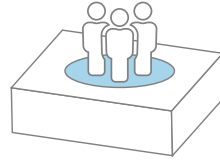
POPULATE THE
VOID



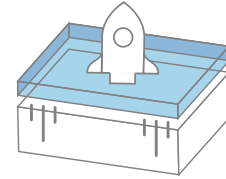
LIFT UP THE GAME



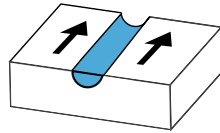
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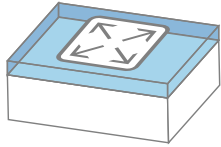
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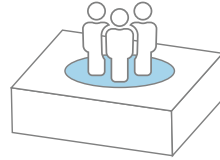
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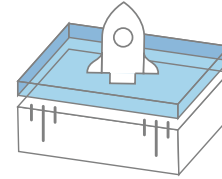
OPEN THE PROCESS



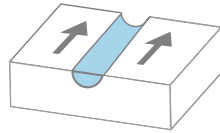
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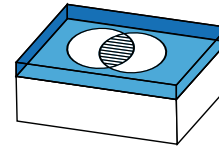
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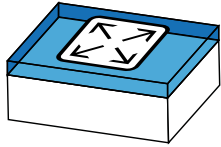
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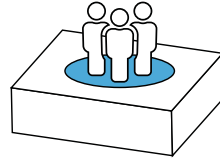
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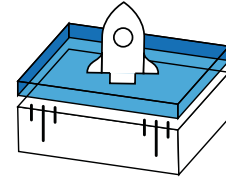
SEW UP



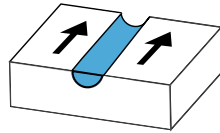
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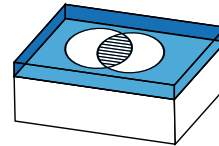
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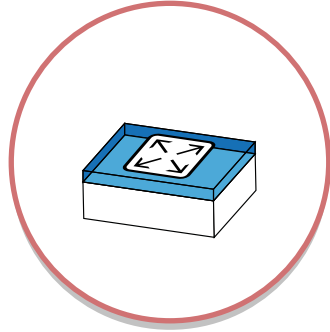
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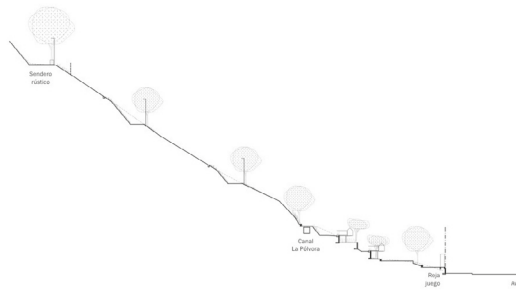
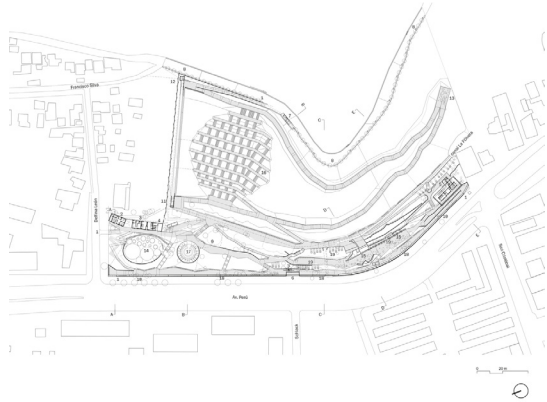


OPEN THE PROCESS

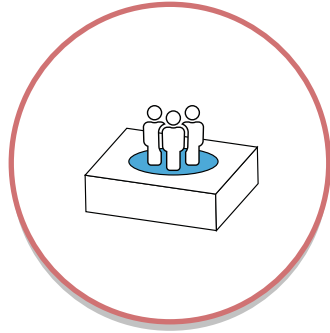


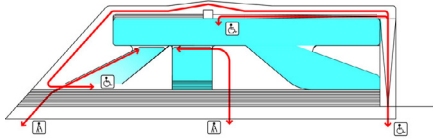
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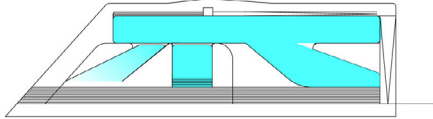






Accessibility

A large ramp provides access to the entire facility incl. all pools. Strategically located handrails gives direct access to all pools for people with walking difficulties and the visually disabled.

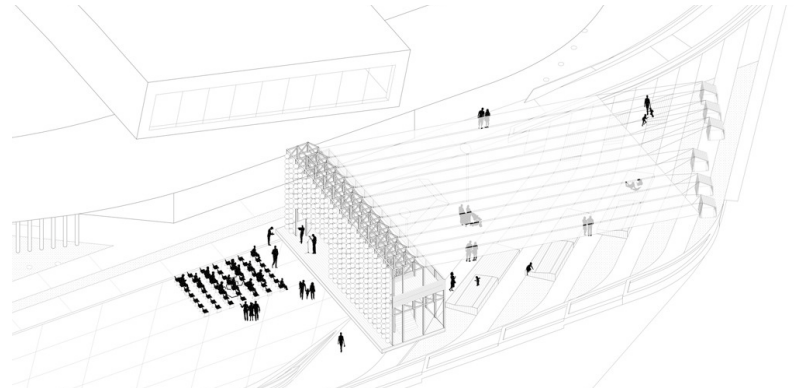


Harbourscape

The design of the Harbour Bath has emerged by super-imposing the concerns for accessibility, lifeguards lines of sight and the different aquatic activities changing needs for land and water. The harbour bath appears as a banded wooden deck tipping on the edge between land and water.



BIG, Copenhagen Harbour Bath, Copenhagen 2003 ▲



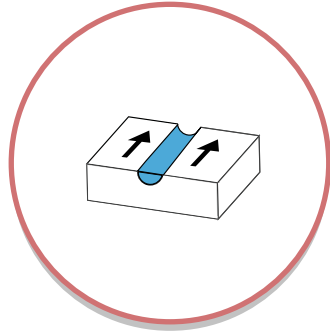


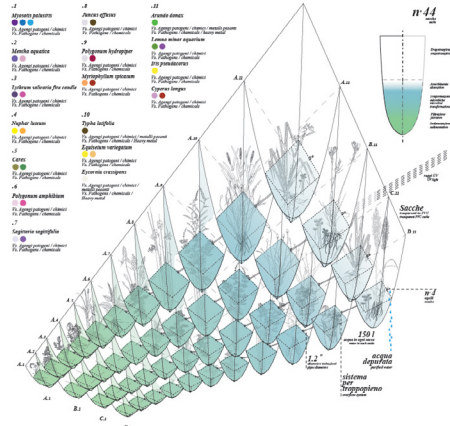
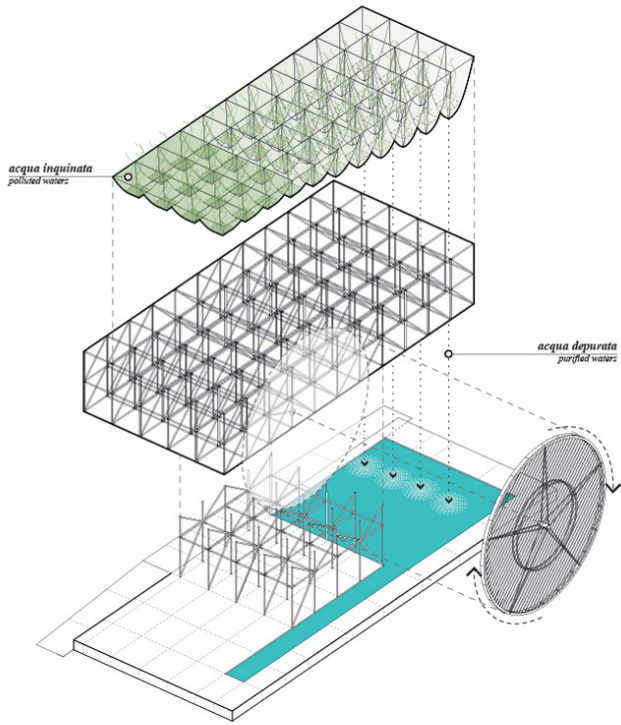
Shadowing, 2014

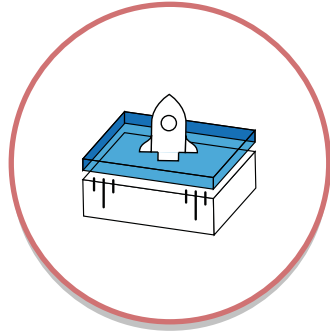


Maidier López | Football Field, 2007

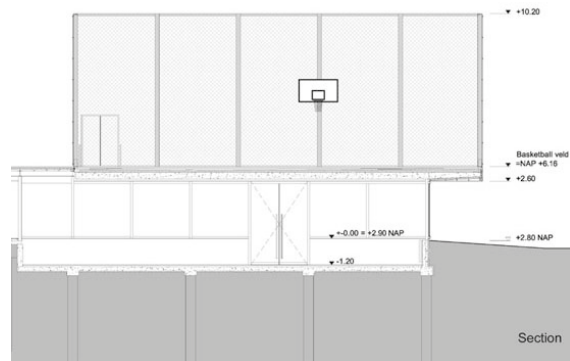


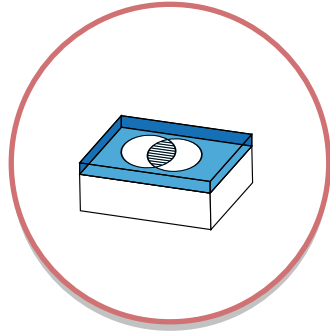




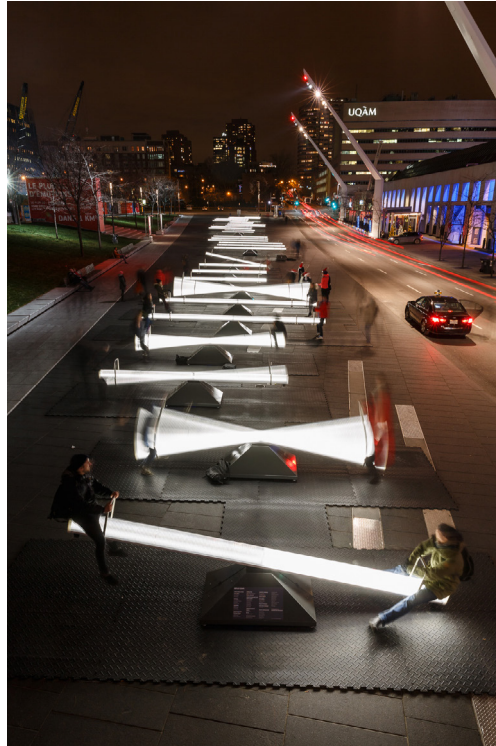














and now...



naaa...Joking!



FALEMINDËRIT
per vëmendjen tuaj