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Make your **city!**
If the city could imagine

Using **fiction** as a method of innovation

Imagination of Things

A creative studio that uses fiction as a way to develop radical and innovative ideas. They use narrative design and creative technology in a quest to unlock joy and spark cultural impact. It is directed by Monique Grimord and Vitor Freire, they are storytellers, inventors, choreographers, magicians.



S. E. T.

Studio Egle Tuleikyte set to persuade, stimulate, inform, envision and forecast.

Seeking to discover a unique language as a spatial professional in order to enhance responsiveness to our surroundings.

Discovering new multimedia tools to convey and enhance spatial ideas.





<https://workshopmuda.fragment.in>

Projects that
inspire us

How small? How vast? How architecture grows

Junya Ishigami



The exhibition asks the underlying question: how can architecture **re-enchant** the world? The display calls on us to consider and design **alternative ways of living**.

Willkommen

Inés Aubert and Rubén Jódar



“This space under the bridge was already like a room, with a roof, a different pavement, an entrance door and the right size. Feeling its domestic atmosphere, we thought it just needed to be furnished.”

LUCHTSINGEL

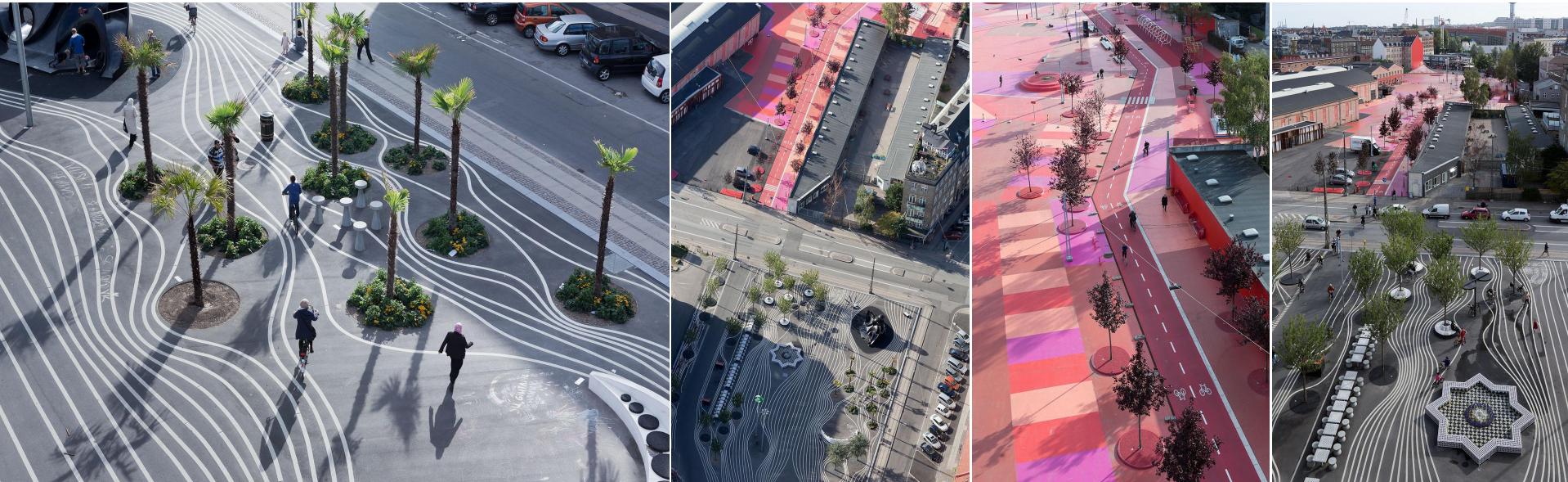
Zus



Luchtsingel is a 350m pedestrian bridge that aims to re-connect Rotterdam Central District with the Hofbogen neighbourhood.

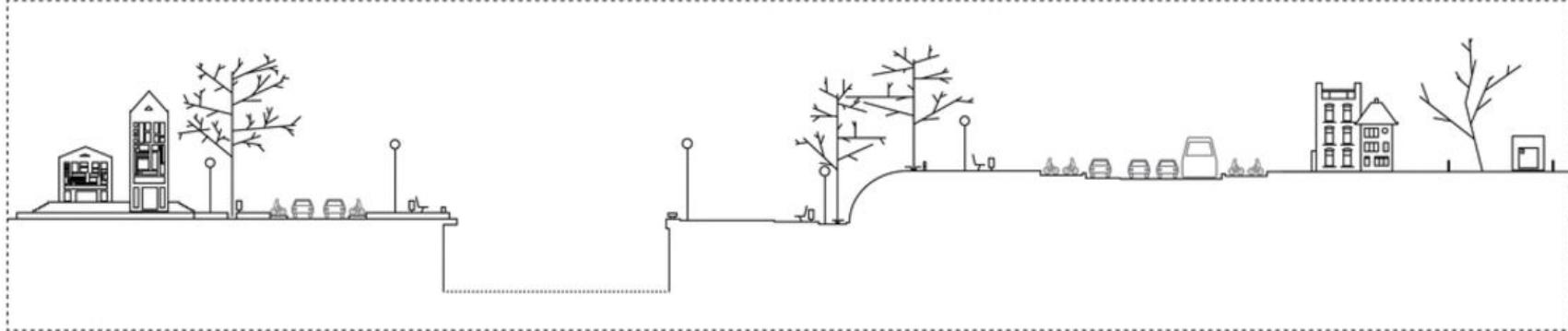
Superkilen Park

BIG Architects



A park renovation project in Copenhagen mirrors the cultural diversity in the city by gathering local intelligence and global experience in order to create a display of global urban furniture.

Building the Fiction

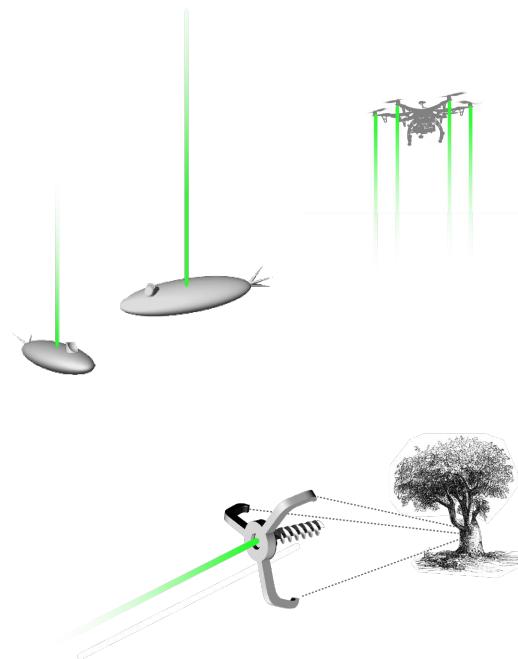


WHAT IF



+

FICTIONAL
CONCEPTS

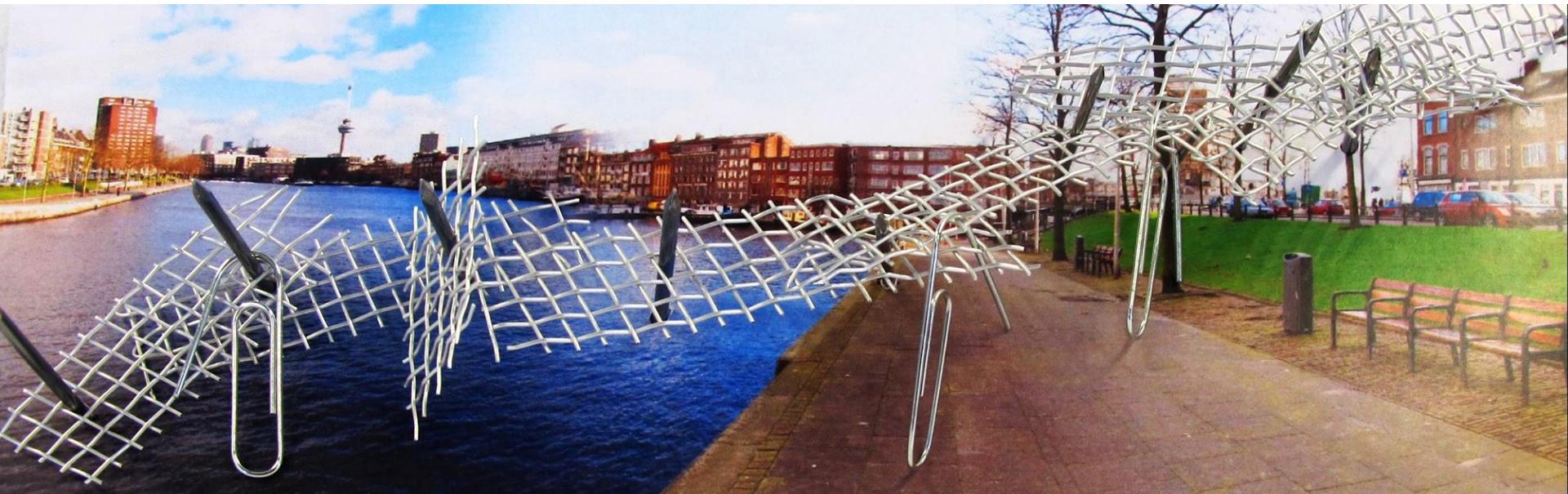


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CONCEPT
PROTOTYPE



The power of 'what if...'



What if public spaces blurred the line between physical and digital?
What happens when urban design embraces augmented/virtual reality?

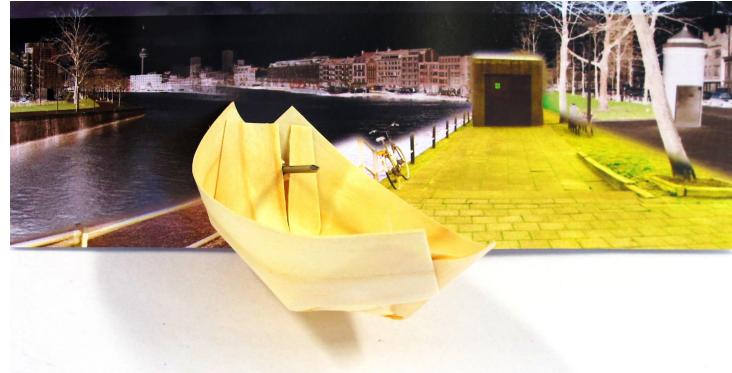
What if people could participate in the decision making about the street furniture built in their neighbourhood?

What if we challenge the distinction between private and public space? What else could we use as guideline & criteria?

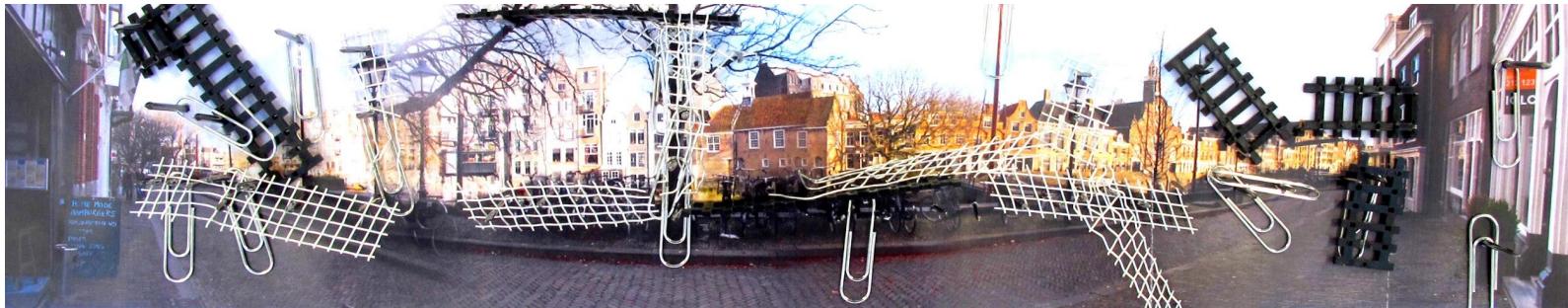
What if we had spaces in the city designed to facilitate opportunities for data detox & digital detach & offline/de-connection ?

What if there was a non-romantic 'tinder' for tourists, where tourists have to connect and be initiated by a local.

To do: What if?



what if



Let's start our
fictional world

Our rules

Non-residential private property is abolished in the Netherlands.

Digital or Physical communal spaces follow same data privacy laws.

Tax-breaks are offered for individuals or collectives willing to be responsible for care-taking of urban spaces.

Fictional Concepts

Turn our questions into statements and rules for our fictional world, such as new laws, historical events, scientific discoveries, or cultural norms.

Concept Card

Tourist Induction:

Ambitious plan to improve tourist behavior in Amsterdam.



T Artificial Empathy

©STRANGE TELEMETRY Ltd. 2017

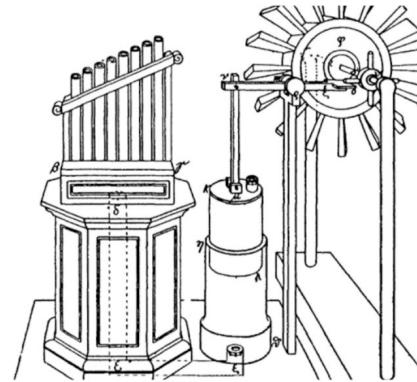


After Artificial Intelligence comes Artificial Empathy. Machines are able to feel and respond to human emotions.

T Artificial Empathy

T Distributed Renewables

©STRANGE TELEMETRY Ltd. 2017



Smaller and cheaper green energy production takes people off-the-grid as they generate their own power at home.

T Distributed Renewables

E Carbon Credits

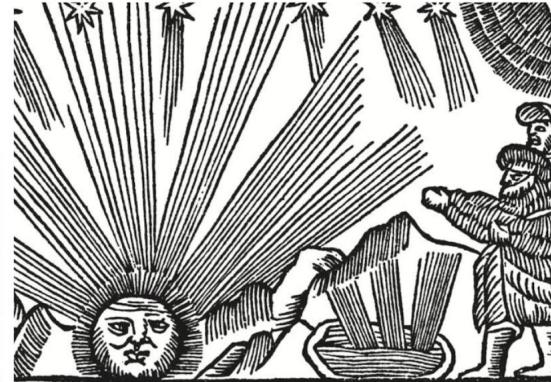


©STRANGE TELEMETRY Ltd. 2017

There is a cap and trade on global emissions. Carbon credits are traded as a way to encourage companies to reduce emissions.

E Carbon Credits

E Sunset Clauses for C Companies



©STRANGE TELEMETRY Ltd. 2017

Companies and corporations have sunset clauses that mandate for and allow their ending after a specific time or task is finished.

E Sunset Clauses for C Companies

To do: Concept Cards

CONCEPT CARD

Reverse Archeology and Cardboard Prototypes

Inspired by the fictional cards, we will think like an archeologist who tries to understand objects of past cultures, we will speculate what our concept prototypes could be in our fictional futures.



To do:

Concept

Prototype



INVENTION

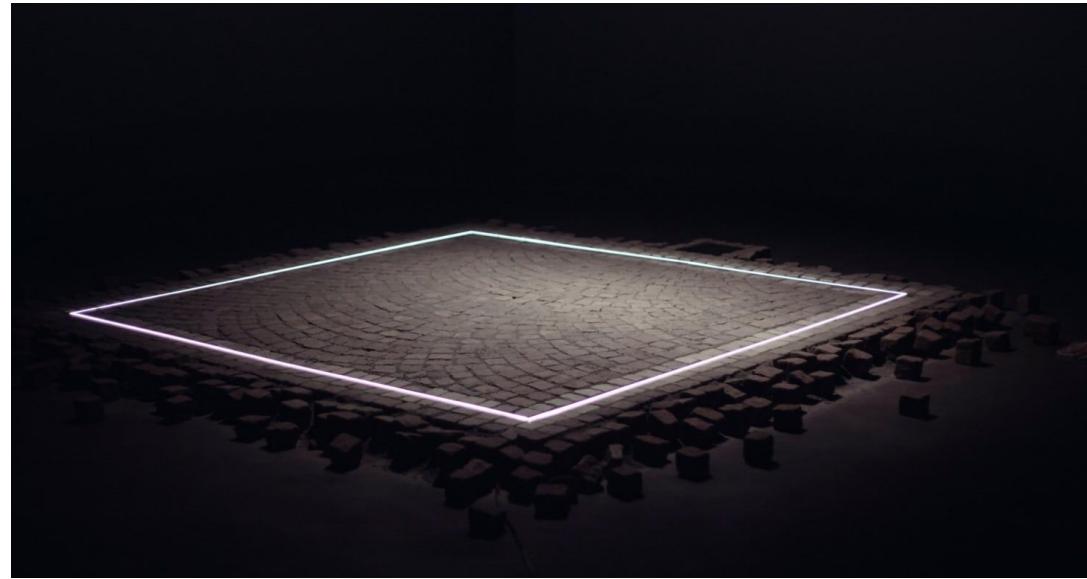
Title

Why this exists

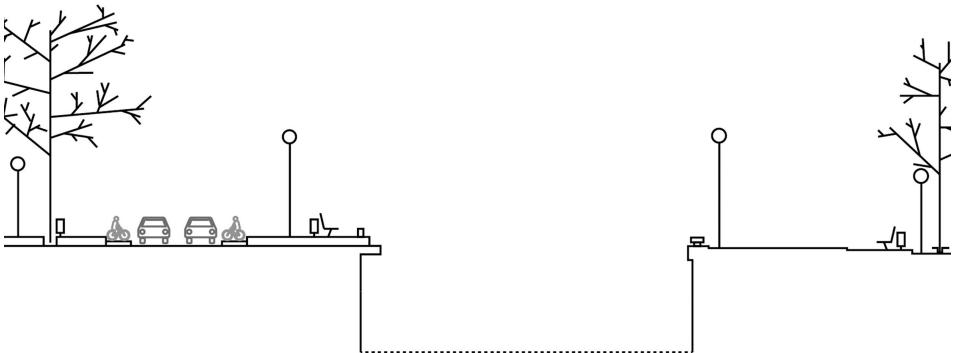
How it works

Example:

Enlighten District



A digital & physical city platform where tourists have to connect with local Amsterdammers. Connections are first made digitally, and a nomadic physical light square determines areas for meetups.



INVENTION

Title

Why this exists

How it works

THANK YOU
DANK JE

imaginationofthings.com

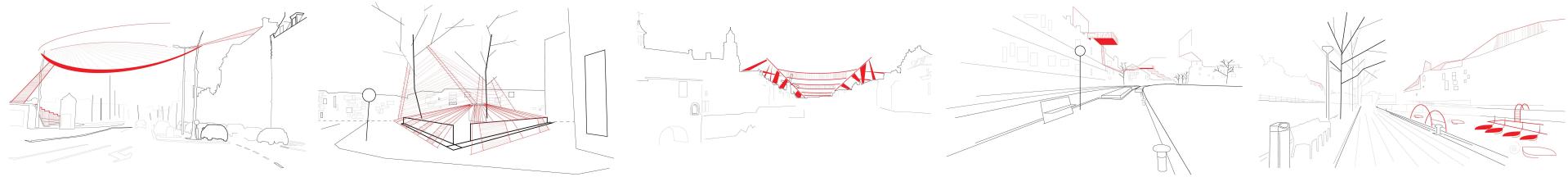
atmosphericwood.com

I see the city that I live in as a bigger structure that contains my home. Therefore, the city becomes a part of my home; hence the city can be tightly connected to domesticity and the interior. Residential areas can be seen as a structure where the line between urban and domestic activities is blurred. Therefore, I see a residential area as a constantly developing and changing mechanism that slowly adjusts according to the changing lives of its residents. The imagination of the residents can also inspire new changes.

Rethinking the possible uses of the neglected outdoor structures can become a guide to a quality raise in the urban-domestic areas.



This workshop **encourages** individuals to comment on what they want to see and do in their community and bring back their **responsiveness** to their surroundings collecting their dreams and wishes.
It **invites** them to **picture** new platforms to expand domestic activities into the urban landscape.



It is a project for imagining potential

What if I could **move in the city** in a different way?

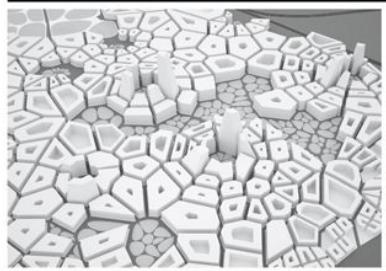
What if there would be a possibility to **rent a boat** like a 'city bike' and travel around the neighbourhood ?

What if I could reach and **use places** and surfaces in the city that I couldn't before?

What if there would be **a way to occupy** new places and organise events?

Organizational Complexity

'Rome City Vision' offers the opportunity to re-conceptualize the relationship between landscape, urban design, and architecture in the context of a historically complex and dynamic city environment. Our proposal creates an integrated urban vision whereby programs, spaces and typologies are interwoven as a way of producing provocative urban vision.



The maximum density is achieved on the blocks framing the commercial centers (where building heights can go up to fifty stories and free up space for green areas (nearby residential and mixed-use zones). These towers enclose the site and give it a virtual skyline at its perimeter.

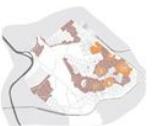


Each block's height varies between twelve stories and four stories, dictated according to different zones : commercial, residential, mixed-use, cultural, creating an urban wave within consistent form. The undulating massing of the city blocks is further reinforced by the sustainability mandate, committing the idea of landscape not simply as a metaphor but pragmatic. Roofs will reduce the heat island effect by green roofs for the city to control storm water drainage and reduce solar gain.

Green Space



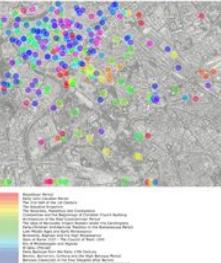
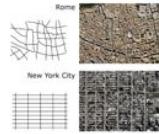
Commercial+ Mixed-Use



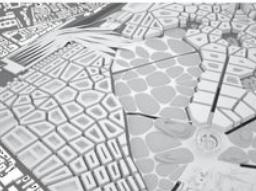
Residential



The logic of the 'voronoi' pattern is used to create a modular and versatile grid pattern. The pattern is stretched and squeezed parametrically, to produce urban spaces, plazas, lawns, urban corridors and streets, all within same logical system. The existing Rome is composed of typologically distinct entities, the softly swaying pattern of lines that defines the street paths as well as the green fabric allows the mediation and integration of the various heterogeneity of Rome.



The green space extends nature from the lower hills into the center of the city, becoming part of a green network ; serving as an important symbolic central space for Rome.



The landscape serves to create a connection between the city and its geography. A demand for vehicular traffic will be low and understanding oriented to Circulate. The ground level's landscape creates a large urban plaza synchronizing with the coliseum to accommodate large-scale events. This green space is extended to the train station canopy's surrounding patterns. The amalgamation of landscape and station landscape provides for multiple scales of activity to occur from large to more intimate, while enabling fluid movement between spaces.

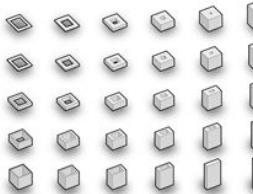


Main Circulation

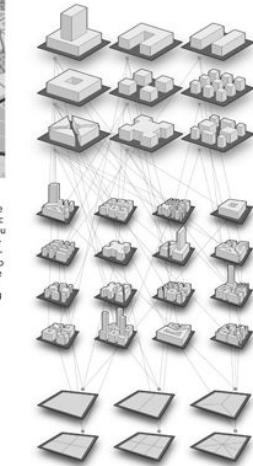


Bike Path+Pedestrian

Typology Transformation



The average block is 100M X 100M, creating the possibility of pedestrian access from every direction within the blocks, while maintaining an overall length that permits healthy development for large building plots. The proposal creates variations in plot dimensions to encourage development flexibility—enabling a wide range of development based on economy, program and demand.



<https://stipo.nl>