

URBAN GAME

ARC16202: Urban Intervention
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URBAN GAME: SUMMARY

During this project, I have developed an urban game...

The game is located in the area surrounding Chancery Lane - a very sterile and corporate-oriented place. However, it has the potential of expanding all over London...

The main goal of the game is for the local communities and anyone in the area to come together and explore the city by playing it.

The game is a network of historic and contemporary pedestrian alleys and passages all over the area, some of them are well-known, nonetheless, some of them might even feel mysterious...

The game can be played by anyone, your nationality, gender, race or any other factor does not matter - it is about coming together and meeting new people in the process. The game is a permanent structure and it can be played 24/7.

The rules of the game are super simple - there is no starting point, but you just need a ball. They can be collected at the local pubs or you can bring your own. All you have to do is follow the colorful strips drawn on the pavement and throw the ball through the hoop attached to the lampposts, aiming at the target. When the ball lands - look how many points you have got. Keep following the strips and the game will lead you through many fun places around the city...

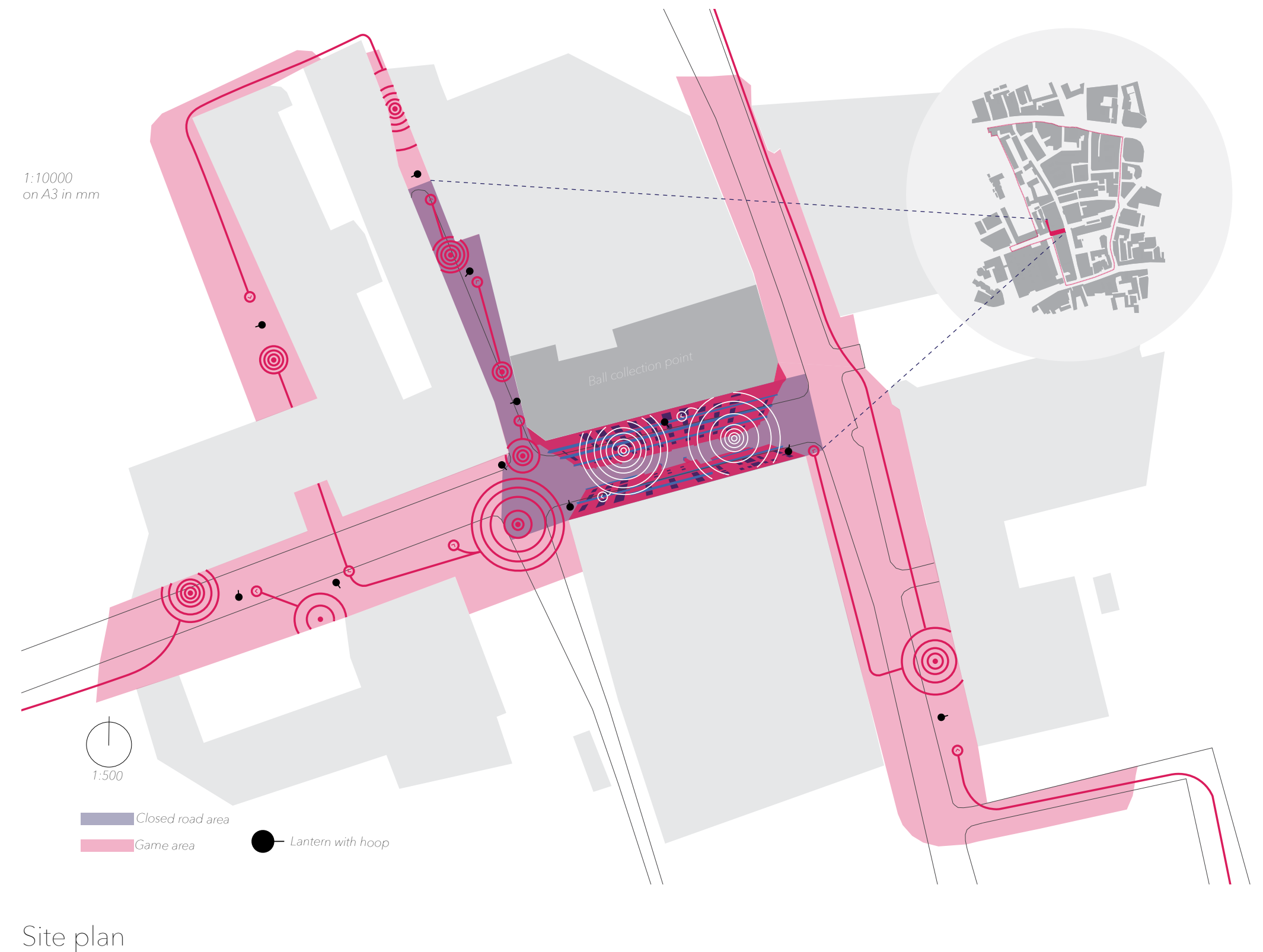
At the end of the day, it is not about how many points you get, it is about the experience, coming together and exploring the city from a different point of view. The point system is there just to keep the spark and a little bit of competition between the players...

As a part of this project, I decided to close down a section of a little street parallel to Chancery Lane called Carey street to symbolize the idea of people redeeming the streets. The street has a mural drawn on the pavement and road - building facades in perspective. The street art symbolize the idea of raising your head and looking up to the buildings surrounding you and noticing the beauty of the urban environment.

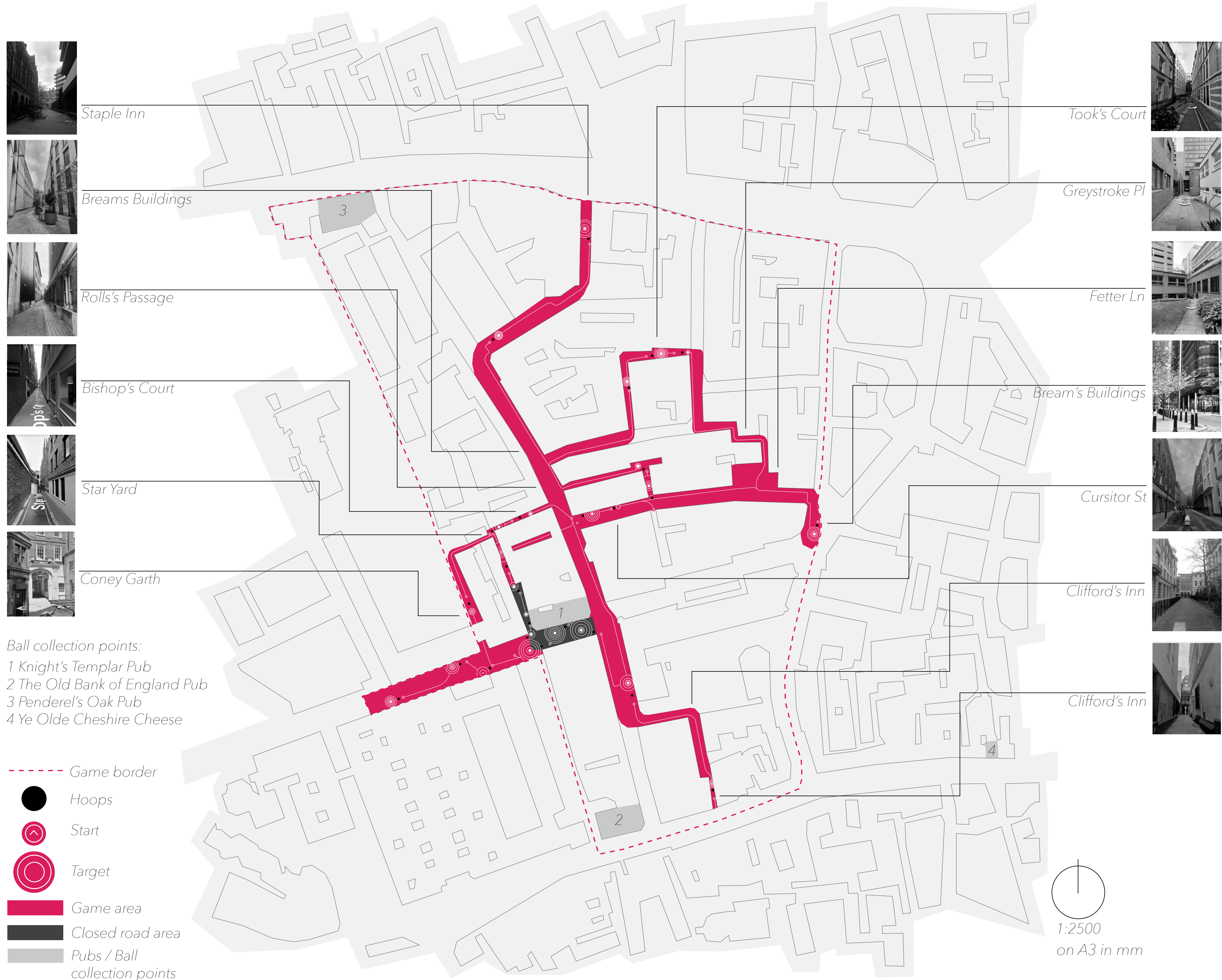
During the design process I was inspired by the French artist and performer Philippe Petit, the guy who did the wire walking amid Twin towers - he described his performances as "art crimes in urban environment". I tried to bring his ideology into this urban game, by creating a little chaos in the Chancery Lane area by using the game.

So...

Let's cause a little bit of chaos and start exploring the city together!



GAME PLAN



Staple Inn



Breams Buildings



Rolls's Passage



Bishop's Court



Star Yard



Coney Garth



Took's Court



Greystroke Pl



Fetter Ln



Bream's Buildings



Cursitor St

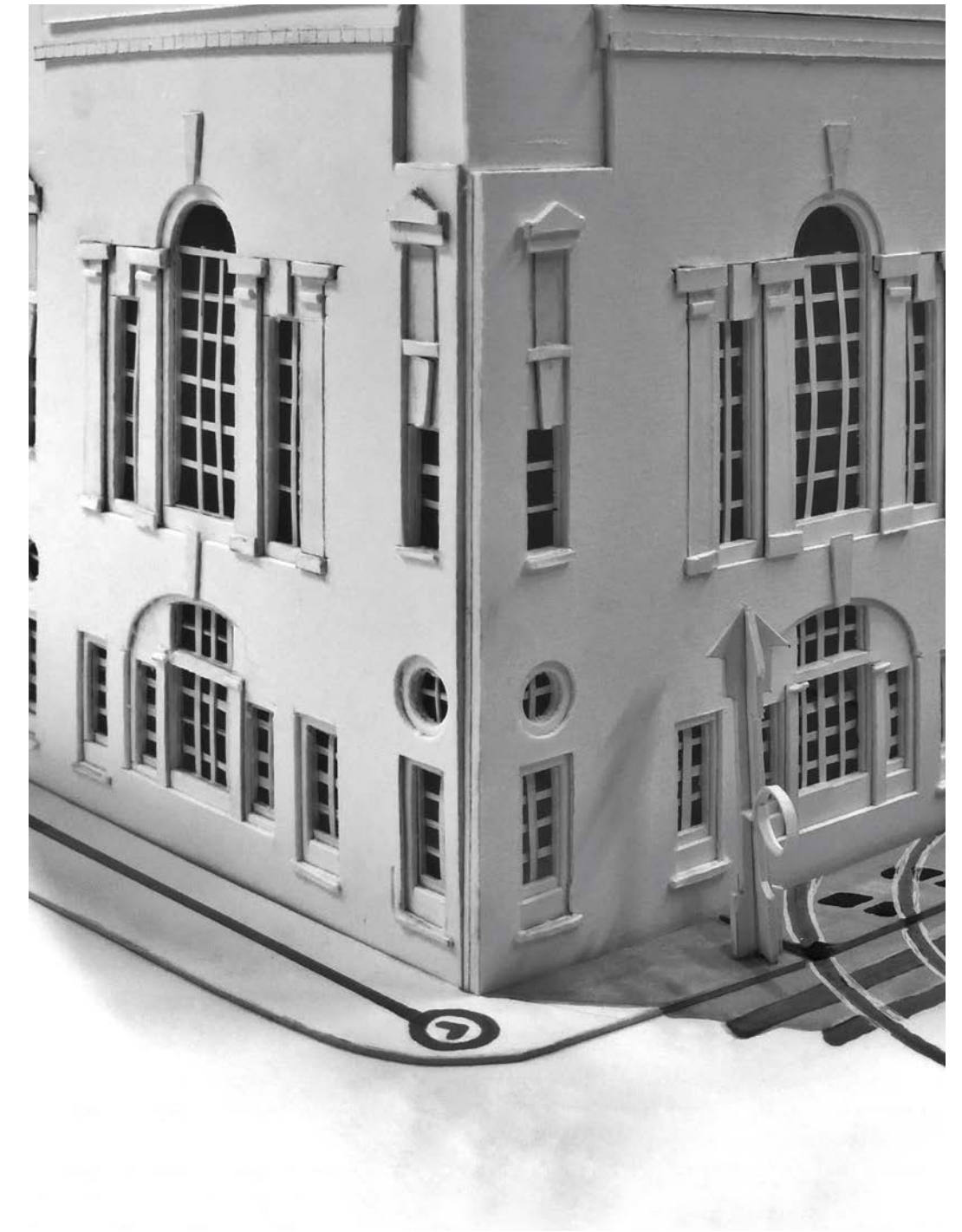
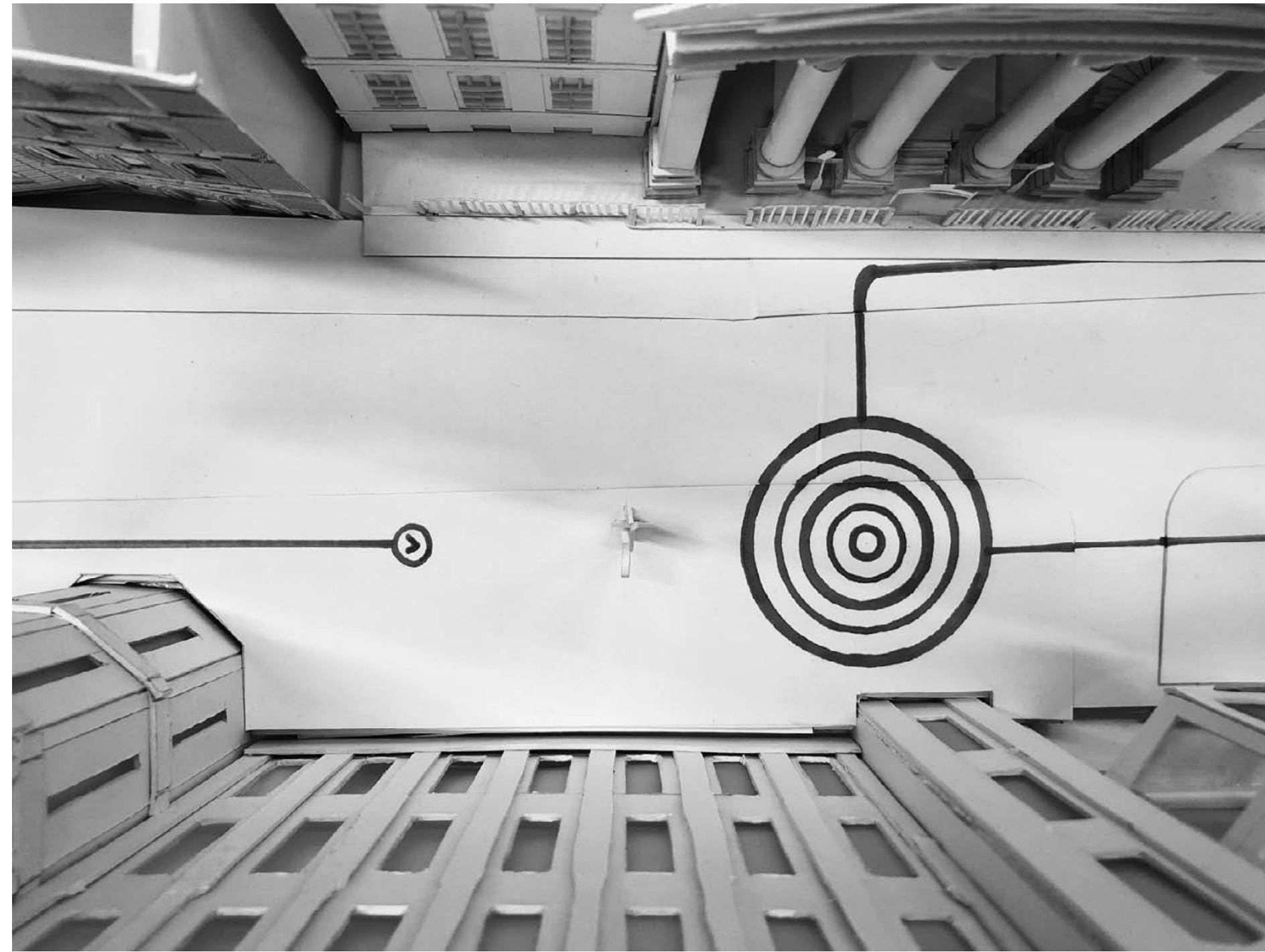


Clifford's Inn



Clifford's Inn

MODEL



ELEVATION

