

SITUATE TEST PLAY

Remake the city

Start from not knowing.

Situate, test then play.

Improvise: be raw, messy, provisional.

Provoke a collaboration.

Construct instruments of play.

Remake your city.

This is FLUX:Lab





Situate

Start by getting started, take action. Work through and from the site. Reveal the enchanted in everyday objects and situations. Walk and talk, exchange stories.







The city is always being made.

Who remakes the city?

Work on and from the site.

Live it, breathe it, know it intimately.

For its people, its materiality,
its temporalities, its stories,
its atmospheres.





Who is the city for?



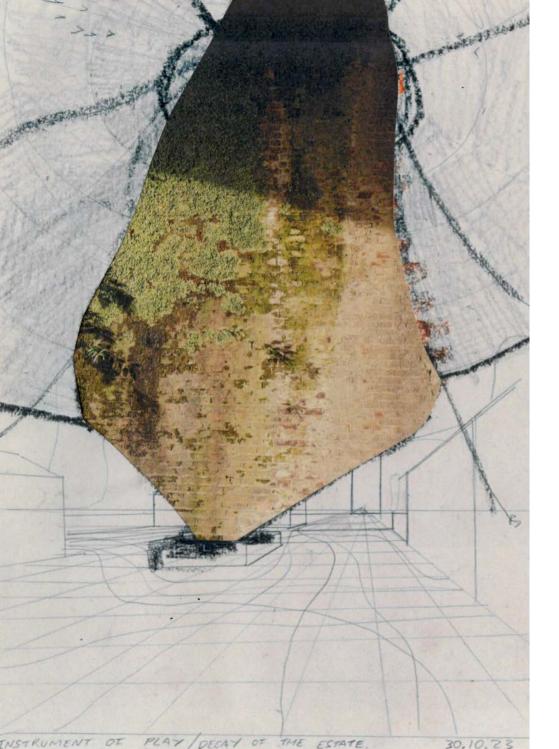






Open urbanism is flux
Open urbanism is plural
Open urbanism is dissonant
Open urbanism is situated
Open urbanism is serendipitous
Open urbanism is relational
Open urbanism is incremental
Open urbanism is intentional
Open urbanism is provisional





Who is the future for?







TEST

Test

Make it up as you go along. Engage passers-by. Have fun. Transform a setting together. Provocations work.















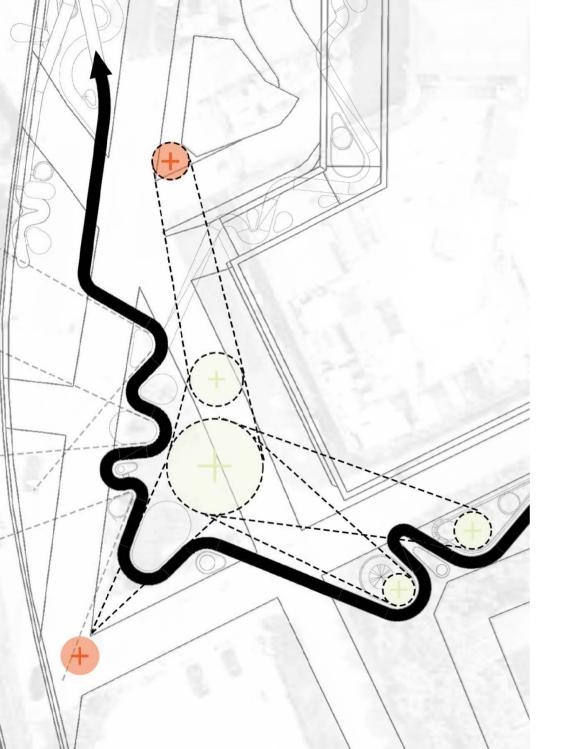




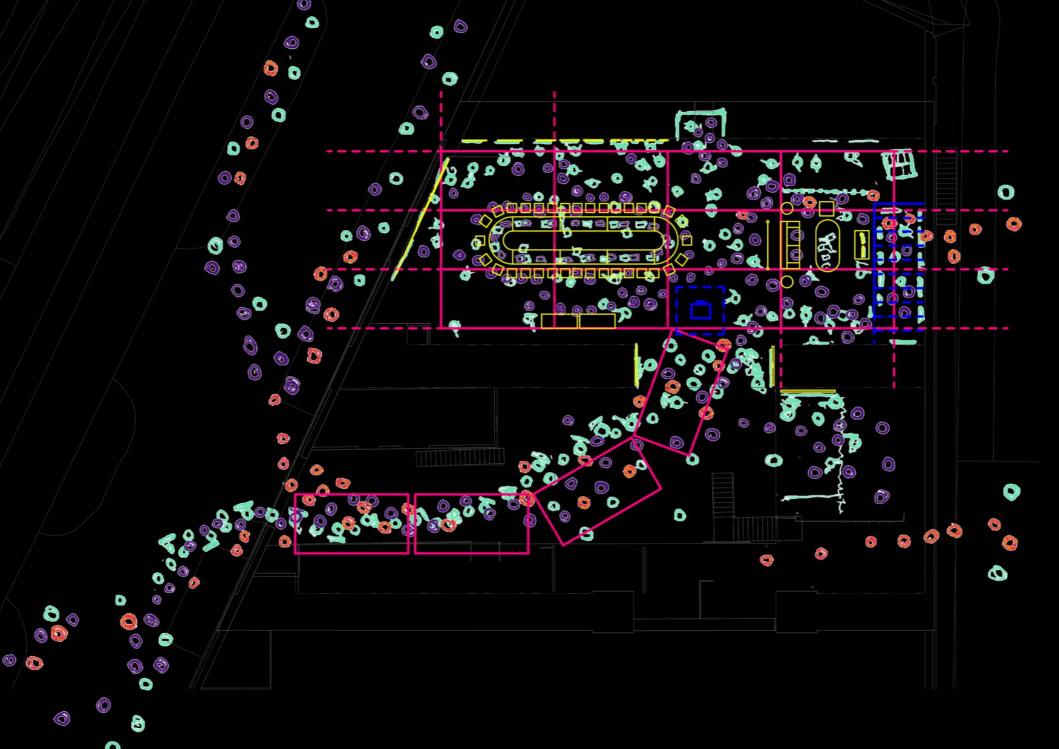


A constellation of propositions to remake the city collectively: an archipelagic approach to masterplanning.











Practices which start from not knowing are improvisational, raw, messy, provisional.

These practices shift citymaking from city hall and developer's desk to the public realm.

This is architecture that is always in the making, architecture in flux.









PLAY

Play

Make instruments of play.
Provoke a collaboration.
Activate a place together.
Do it, again and again, and again.
Be in it for the long game.

Chemnitz, June 2024. Four FLUX Labs play out over four days.





Voices of Chemnitz

Two questions for Chemnitz residents: 'What do you think of Chemnitz?' and 'What does Chemnitz think of you?'

A walking dialogue unfolds across the city's streets and monuments.









'Chemnitz is a city for makers.'







Spielraum

What are the instruments for social interaction and shared experience?

Communication through movement is more potent than verbal exchange.

Our intellectual self finds difference, our physical bodies find common ground.

Can encounters through movement navigate cultural barriers and initiate interaction?



Flip the city







Field of play





The Urban Unheimlich as stage How can we turn the city inside-out? How can we reimagine overlooked sites?











'Urban living room'





Pavement Studio

How can we draw out expression from people on urban streets and corners?

How can this help citizens map their experiences, unlearn limitations, and envision the city's future?







'The younger generation are ready for change, they don't hold the same pain as the older generation.'





FLUX:Lab 2023-24

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132

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134

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