GAME, GLOBAL, GREEN, GROWN, GUYS

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Data
Deal
Defined
Designers
Develop
Developers
Development
Different
Dutch

ORIGIN: so YOUr problem, tired over-rehearsed variation of modernism and obscure, post-structuralist YOU-view. YOU-want to be smart and YOU-sexy. YOU want dynamism, form actively animating YOU-function, open-ecology YOU-references to the constructed landscape around YOU. YOU- Danger.

Remember the need for sunlight and green space. Appropriate old building codes as a guide to YOU-grammar. If ideas don't fit YOU-hang them from the YOU-outside.

As YOU develop YOU spend a lot of time processing data, codes and information.<sup>1</sup> Stack pig farms in towerblock towers. Be both a creative solution and a stark reminder of ecological YOU-desperation. Move to Poland.

YOU accept the techno-messianic rhetoric.

<sup>&</sup>lt;sup>1</sup>Visionaries used to be lonely.

YOU are pragmatic.

YOUr name sounds like a bank, but also a fluid arrangement of PARALLEL, INTERSECTING, COLLIDING, DISCREPANT ideas known collectively as YOU.

# $YOU^2$

BUT THEN END UP YOU-REPEATING YOURSELF

THERE ARE SO MANY BEAUTIFUL YOU-CITIES

<sup>&</sup>lt;sup>2</sup>YOU is said and unsaid, visionary and traditional, built and unbuilt moments in a continuous multi-media YOU- dialogue, constantly shifting speakers, language, subjects, directions...

## **YOU-CITIES**

A YOU-city knows no given topography

A YOU-city has no prescribed ideology

Say these two sentences again and again so that the city as pure data can assume previously unimaginable YOU-forms or stack all the available YOU-ecologies on top of one another. Top with windmills

... the potential of ecological

densification through stacking...

e.g how buildings work and how work environments are seen and the office environment can be architecture and a nice place to be

YOU-architecture of a nice to be research to locate what you couldn't

used in the development of identity

[TOO ENDGAME]	
I'm always expected to be contemporary	
I'm not really interested in funny	
shapes or unusual colours I just YOU- <sup>3</sup>	

<sup>&</sup>lt;sup>3</sup>YOU-practice that is YOU-embedded as much in reality as it is in the theoretical YOU-dimensions of the YOU- virtual. Between the anxieties of a warring YOU-world and the vast YOU-frontiers of cyber-YOU as we YOU-work through all these processes is there a YOU-hierarchy that YOU-emerges? Is there a YOU-doctrine from all this YOU- fluidity and YOU-mixture? Is YOU-there an end-YOU to the YOU-endless not-YOU YOU-cycle? Well, there is always other YOU-data entering-YOU, which constantly YOU- relieves the YOU-power of mathematical data-YOU, said the YOU-poet YOU-cheerfully.

We had arrived, with all our ideas, inevitably, in a city of empty spaces the challenge for all our ideas - even our biggest buildings, conglomerations - was to preserve the empty space, translating voids into voids into voids. Of course, we joked about the different ways to obtain the minimal that this required. Was it through becoming as flat as possible? As vertical as possible? Or was it some process of flipping the standard ideas 90 or 180 degrees to make room.

Isn't room overly conventional? Certainly there is a lot of information, and many of us encounter this information in different ways. We are generalists. We are specialists. We are becoming more knowledgeable and more ignorant.

So we have removed the public intellectuals, and replaced them with something more collective. A collective way of responding, of living amongst information. The intellectualism of previous ages, famous intellectuals, well, that is just

## COMMON SENSE<sup>4</sup>

<sup>&</sup>lt;sup>4</sup>Public YOU-space obsesses us, as in "Hey! YOU-you PUBLIC SPACE!" It's not a plaza its not a YOU-leadership dictating a rule-based urbanism. It's negotiations between social YOU-groups. Nothing is YOU-predictable. But the YOU-problem is a lack of awareness for common YOU-responsibility.

[It was a common language]

Collect material. Translate into words or data. Becomes a layer. Use as a base to build from. Go beyond data. Start designing. Start being curious

Data is a grounding, a way of thinking, a reaction against chaos theory and deconstruction. It was a common language, a way of communicating more broadly, unfolding a web of actions and reactions.

CONSIDER WHAT CONSTITUTES YOUr COMMON LANGUAGE. YOUr INFILTRATION ACT. YOUR UNEXPECTED DIALOGUES.

An infiltration act. Use the ethics and methods of the system you want to critique. Find ourselves in collective situation and unexpected dialogues

# FLOAT = FLUID = FUTILE = FLOW

Strong, instantly recognizable shapes.

Never a linear, one to one process but get represented as data-scapers: plug information into the computer and BOOM there is YOU-triangle.

YOU-Plug information into the computer and...

Trial and...Pig Square is a key metaphor, have several of these threading through a project, making it always possible to repeat yourself...

BROADCAST IT
WITHIN CONSTRAINTS
AND WITHIN THE
POSSIBILITIES OF
LIMITLESSNESS
THIS IS A FACT
MONITOR IT
THEORIZE ABOUT IT
BROADCAST IT
WITHIN CONSTRAINTS
AND WITHIN THE

THIS IS A FACT

MONITOR IT

THEORIZE ABOUT IT

# TO RELIEVE THE POWER OF MATHEMATICAL DATA

YOU-work was partly based on modernist ideals that if we quantify the problems of the world then we can formulate a solution to fix them.

YOU-not looking to deepen that modernist legacy. No longer a simple YOU-series of "what if" scenarios. Technology allows the possibility of mathematically modeling our context.

YOU-equivalent combine large scale assault with the fluidity of small scale

(a) The model is the world; (b) I believe it's possible; (c) But don't think about speech; (d) But even if it is not possible; (e) No longer what if scenarios; (f) The whole context; (g) Removes any sense of SOLUTION or (h) FIX.

# **OUR PITCHED ROOF IS BLUE**

## THE DIALOGUE OF CONSTRAINTS AND LIMITLESSNESS

# MONTAGE ENDLESSNESS WITHIN LIMITATIONS<sup>5</sup>

Broadcast = make propositions to engage the world in collective dialogue.

Collective decisions = what disaster would you like?

It's the status quo that no longer seems plausible.

<sup>&</sup>lt;sup>5</sup>If you have to have a pitched YOU-roof, then why not make it blue. Use a traditional YOU-form to carry YOUr critique. We are all surrounded by YOU-fear and YOU- protectionism. Sometimes we-YOU YOU-need to produce work that confirms those existing values.

But are the solutions you come up with so extreme that it really suggests the problems are unsolvable.

I don't believe in unsolvable.<sup>6</sup>

It used to be believed that the end of the world was more likely than the end of capitalism.

Your vision exists after the end of the world. POST

APOCALYPTIC: Huge teflon clouds but no semi-colons<sup>7</sup>

<sup>&</sup>lt;sup>6</sup>Often my solutions have a certain gigantism. What do we learn operating on this scale? Is such a vision at odds with a breaking economy?

<sup>&</sup>lt;sup>7</sup>Use a little bit of apocalyptic suggestion to make things doable. Becomes a technique for innovation.

## WE'RE YOU-ECOLOGICAL

Ecological in the sense that YOU-celebrate diversity
YOU-don't engage directly with environmental issues

or provide YOU-with an ethical position because any party line means more ugly buildings whereas-YOU are thinking in terms of

YOU-MIXING GROUPS YOU-FUNCTIONS

TYPOLOGY OF YOU-THE YOU-OFFICE

IT-US-YOU-ME-BUILDING-YOU-POEM

Exactly. Ideas of work change and there is no standard solution. The space must be able to change as different collaborations arise. Originally YOU-substitution.

Make a shell. A skeleton, within which everything can shift, move, change. In which there are no floors, no rooms that aren't responsive to that moments needs.

But what skeleton? This is why it seems YOU-important to have some functional and visionary images - like stacking, like pig city - at the heart of YOU-practice.

## DATA ENDLESSLY FLOWING

creates atmosphere of direct/immediate relationship between information and knowledge

data (as) cloud surrounds you

I'm going up to the 73-rd floor. The lift does not recognize such YOU-fixity. I'm not YOU-seeking funny YOU- shapes. I'm just facing issues of YOU-space, YOU-time, and YOU-city. I want to stay YOU-looking is the combination of data and the need for solid YOU-things.

Call it petrification. This means of course that we always produce things referencing the past, have always to be produce something new in order to maintain at least some existence for the present.

with the YOU-function

not become YOU-symbolic

Q:Explain YOUR curious YOU-expression

A:Looking for the fixation of a moment

ourselves competing demands time all contradictions find conclusions lack

information follow hypothesis through

to the end which is where expectation

limits endlessness sharpens YOU-YOU

That's why YOU-began to focus so much on limitlessness. YOU-mixture. YOU-looking for a project so successful that is shortens your development YOU-span. Suddenly, YOU-known as experimental, interesting, problematic and risky. Working in high YOU-visibility.

What links these different projects is stacking. The capacity for more on the same spot. More conflict, more diversity, more relationships. Stacking is a YOU-simple functional idea that leads to YOU-architecture, leads to YOU-society, maybe even YOU-ball.

RATIONAL POETIC

POETIC RATIONAL

... because the process will always link them<sup>8</sup>

## **KEYWORDS**

DATA
INTELLIGENCE
FUTURE
LIMITLESSNESS
IDENTITY
FLOW

<sup>&</sup>lt;sup>8</sup>There was also our whole way of YOU-working but it was an icon what could YOU-do. Virtual space is YOU- educational on a societal YOU-level. The production of innovative common YOU-sense. The idea that is the one for the next step. Everyone produces models. YOU-everyone produces outrageous YOU-solutions. How information combines with YOU-personal YOU-aura YOU-know what.

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