

CULTURAL OLYMPIAD 2001-2004

International Architecture Competition >

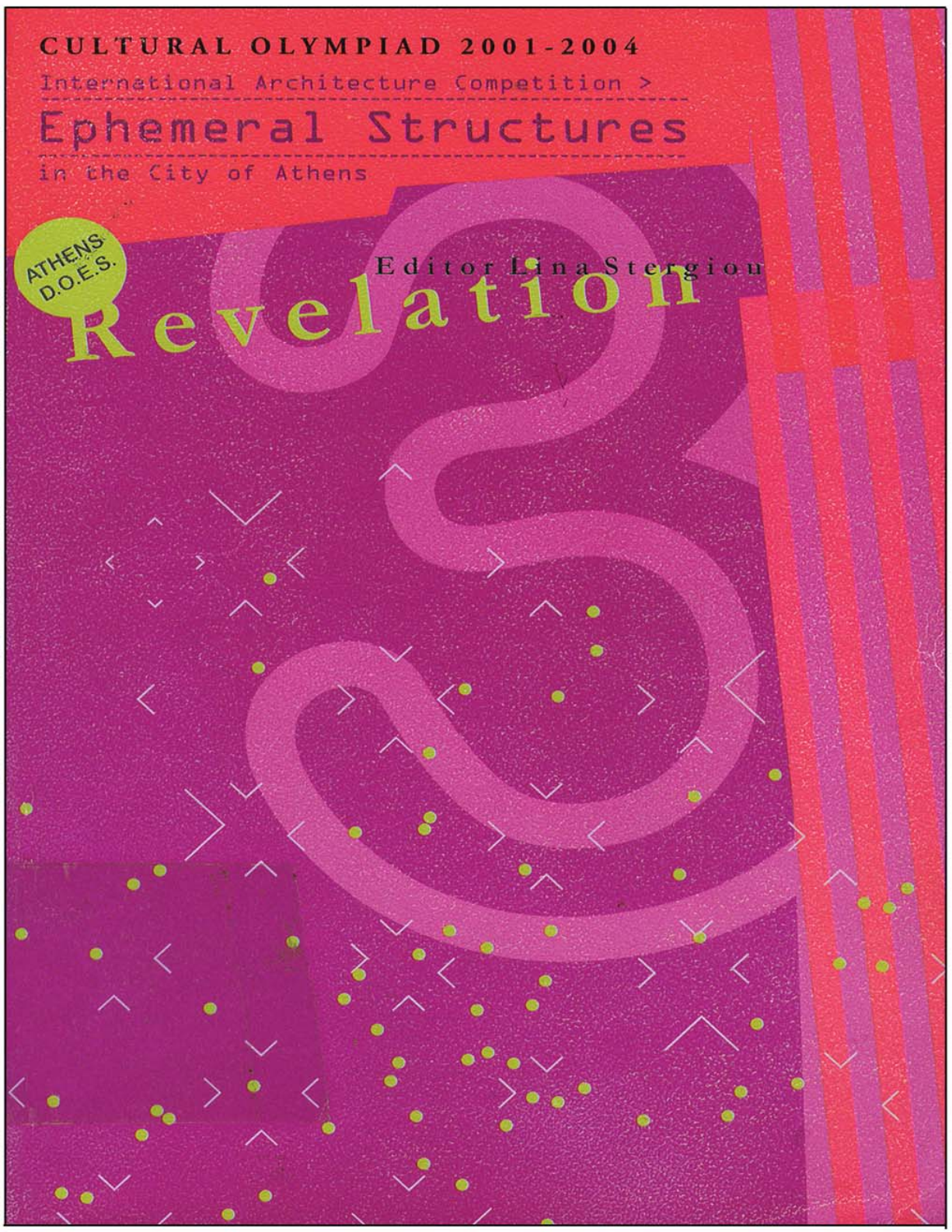
Ephemeral Structures

in the City of Athens

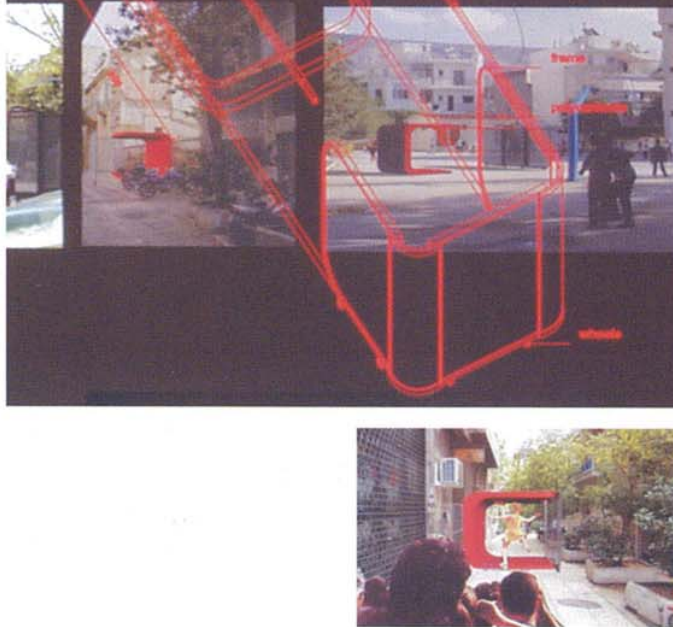
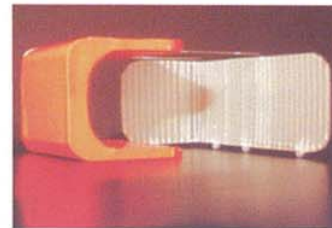
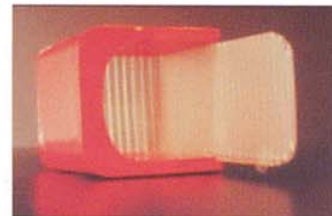
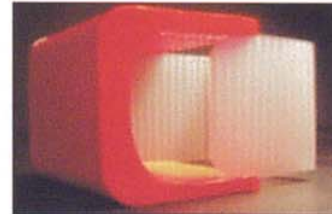
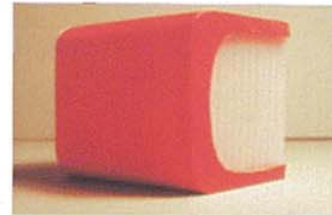
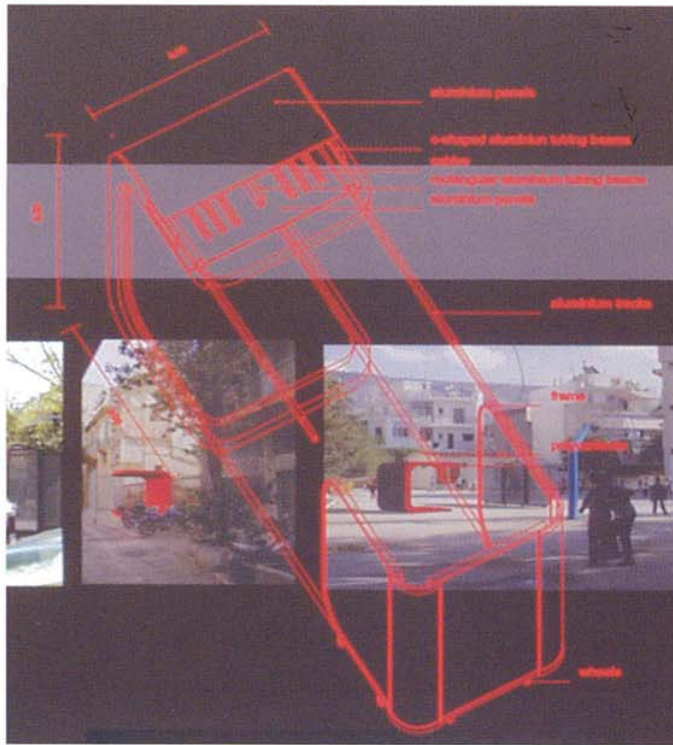
ATHENS
D.O.E.S.

Editor Lina Stergion

Revelation



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576826	P5107	SUZUKI TOMOKO	YOKO NUNOMURA EJI SUZUKI* TAKAHIRO OMAE* KATSUMASA HIRANO*	JAPAN		350
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Network of Interactive Capsules

We create a Network of Interactive Capsules in order to generate city leisure. In the dense urban mass of Athens where the public space is a residue of the individual buildings, even the areas planned to act in such a way fail to become part of the real city life. In order to raise the city as an entity we need vibes. Vibes are produced by interactive units, the capsules. The result is a system, the network. In the urban landscape we

define empty space: the wasteland, the abandoned areas and industrial sites, the small voids in the city maze, the neglected building sites and the pedestrian areas. The capsules occupy the urban voids. Our system is a network that consists of units that interact with each other in two ways, by transmitting an event that takes place in them, or by receiving an event that takes place in another unit.