



[RE] CLAIMING SPACE
Field Guide

Janne Thaels
Arne Van de Velde
Emanuela Passadore
Joel Ekelöf

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INTRODUCTION

Since forever, claiming space has been a human need.
But what does claiming space mean? What are the urgencies?

Humans claimed territories or occupy buildings even just to survive, for protection.
the need for protection is gone, but why today is there still the need to claim space?

the need to explore
the need for free space, open for possibilities
the need to mediate
the need to be yourself for real
the need to control space

This can be in the virtual world or in the physical world.

Today we have to re-claim different spaces because of shifting borders. Between public and private, real and virtual,..borders which are present in different domains of everyday life. It refers to the degree of access granted to "outsiders," however outsiders are defined. But despite digital privacy agreements and no-trespassing signs, the boundaries are often ill-defined and contested. In the concept of claiming or re-claiming space there is a variety of scales that overlap and intersect, creating a mosaic of spaces and degrees of access.

claiming space;

the act of occupying / exploring / mapping / ... space

border;

determines an area and claims the area

field;

the third space / the unseen space / non-space/ the grey area
/ memory space / yourself

Does a third space exist today?

Different point of view and different strategies trying to answer the same questions:

What kind of spaces needs to be reclaimed?

Why the need to reclaim?

How to reclaim space?

LEXICON

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DEFINITIONS

A

Anthropocene /'anθrəpə,si:n/

relating to or denoting the current geological age, viewed as the period during which human activity has been the dominant influence on climate and the environment.

Algorithms 'algərið(ə)m/

algorithms a process or set of rules to be followed in calculations or other problem-solving operations, especially by a computer.

B

Big Data /'bɪg'deɪtə/

extremely large data sets that may be analysed computationally to reveal patterns, trends, and associations, especially relating to human behaviour and interactions.

Border /'bɔ:də/

1. line separating two countries, administrative divisions, or other areas.
2. the edge or boundary of something, or the part near it.

Brandalism /brandalism/

Brandalism is an international street art collective that subverts advertising in urban space. We mobilise artists around the world to take creative action against ads as together we imagine a world beyond consumerism.

C

Claim /'kleɪm/

to say that something is true or is a fact, although you cannot prove it and other people might not believe it

to ask for something of value because you think it belongs to you or because you think you have a right to it

Commons /'kɒmənz/

The commons is the cultural and natural resources accessible to all members of a society, including natural materials such as air, water, and a habitable earth. These resources are held in common, not owned privately. Commons can also be understood as natural resources that groups of people (communities, user groups) manage for individual and collective benefit. Characteristically, this involves a variety of informal norms and values (social practice) employed for a governance mechanism.

D

Dataism /dataism/

Data-ism, an obsession with data that assumes a number of things about data, including that data is the best overall measure of any given scenario, and that data always produces valuable results. Also the notion of the limit of our human mind and the belief that we can create and should trust even more intelligent systems for our own interests.

“Don’t trust your feelings, trust the system, it knows your feelings.”

Digital dark ages /'dɪdʒɪt(ə)l 'dɑ:k 'eɪdʒɪz/

The digital dark age is the perception of a possible future situation where it will be difficult or impossible to read historical electronic documents and multimedia, because they have been recorded in an obsolete and obscure file format.

Digital citizenship /'dɪdʒɪt(ə)l 'sɪtɪz(ə)nʃɪp/

A digital citizen refers to a person utilizing information technology (IT) in order to engage in society, politics, and government. Karen Mossberger, defined digital citizens as “those who use the Internet regularly and effectively”

DIY /di:ɪ'waɪ/

The activity of decorating, building, and making fixtures and repairs at home by oneself rather than employing a professional.

Dystopia /dis-'tō-pē-ə/

1. An imaginary place where people lead dehumanized and often fearful lives
2. Anti-utopia

E

Experience /iks'piəriəns/

1. A particular instance of personally encountering or undergoing something
2. The process or fact of personally observing, encountering, or undergoing something.
3. The observing, encountering, or undergoing of things generally as they occur in the course of time.
4. Knowledge or practical wisdom gained from what one has observed, encountered, or undergone.
5. The totality of the cognitions given by perception; all that is perceived, understood, and remembered.

Exploration /eksplə'reɪʃ(ə)n/

1. An act or instance of exploring or investigating; examination.
2. The investigation of unknown regions.

F

Filter bubble /'fɪltə 'bʌbl/

A filter bubble is a state of intellectual isolation that can result from personalized searches when a website algorithm selectively guesses what information a user would like to see based on information about the user, such as location, past click-behavior and search history.

Free speech /fri: spi:tʃ/

The right to express any opinions without censorship or restraint.

Free speech, a free press, and the right to peaceful protest, including the right to form and join associations or groups, are foundational to democracy in order to inform political debate and ensure public accountability and transparency of government.

Article 19 of the Universal Declaration of Human Rights theoretically protects the political right “to freedom of opinion and expression,” the right “to hold opinions without interference,” and the right “to seek, receive and impart information and ideas through any media and regardless of frontiers.”

G

Geotag /geotag/

1. A piece of data embedded in a digital media file to indicate geographical information about the subject, usually latitude and longitude.

verb (used with or without object), geotagged, geotagging.

2. To add geotags to (photos or other digital media): A GPS-equipped camera lets you geotag your photos and videos.

Gentrification /gentrification/

The process of wealthier residents moving to an area, and the changes that occur due to the influx of wealth. As wealthier inhabitants move into an area that is already populated with lower-income residents, the neighborhood begins to change as well. Often this will spark an urban renewal process, which cleans up the town, but often leads to an increase in rent, taxes, and other items. Sometimes this change means that the previous residents can no longer afford to live in that neighborhood, which is why gentrification can sometimes be used in a negative context. However, many good changes also historically accompany gentrification, such as decreased crime rates and increased economic activity.

H

Hard Disk /ha:d disk/

A hard disk is part of a unit, often called a “disk drive,” “hard drive,” or “hard disk drive,” that stores and provides relatively quick access to large amounts of data on an electromagnetically charged surface or set of surfaces. Today’s computers typically come with a hard disk that contains several billion bytes (gigabytes) of storage.

Hegemony /hi'geməni/

Leadership or dominance, especially by one state or social group over others.

The social, cultural, ideological, or economic influence exerted by a dominant group.

Heterotopia /,het(ə)rə'təʊpiə/

Heterotopia is a concept in human geography elaborated by philosopher Michel Foucault to describe places and spaces that function in non-hegemonic conditions. These are spaces of otherness, which are irrelevant, that are simultaneously physical and mental, such as the space of a phone call or the moment when you see yourself in the mirror. Foucault wrote down six principles of the heterotopia:

All cultures manifest heterotopias, there are heterotopias of crisis and of deviation.

Each heterotopia has a function that may shift over time.

Heterotopias are capable of juxtaposing in a single real place several spaces, several sites that are themselves incompatible.

Heterotopias are most often linked to slices in time.

Some heterotopias require rites of passage

Finally, heterotopias function in relation to all spaces that exist outside of them. You have the heterotopia of illusion and of compensation.

Home / həʊm/

1. A home or domicile is a dwelling-place used as a permanent or semi-permanent residence for an individual, family, household or several families in a tribe. It is often a house, apartment, or other building, or alternatively a mobile home, houseboat, yurt or any other portable shelter.

2. the idea of home, more than a place, but a feeling.

I

J

K

Killspace / kɪl speɪs/

Kill /kɪl/

1. Cause the death of (a person, animal, or other living thing).

2. Put an end to or cause the failure or defeat of (something).

Space /speɪs/

1. A continuous area or expanse which is free, available, or unoccupied.

2. The dimensions of height, depth, and width within which all things exist and move.

Killspace : The act of building seen as the destruction of possibilities.

L

Limit /'lɪmɪt/

1. The final, utmost, or furthest boundary or point as to extent, amount, continuance, procedure, etc.: the limit of his experience; the limit of vision.
2. A boundary or bound, as of a country, area, or district.
3. A number such that the value of a given function remains arbitrarily close to this number when the independent variable is sufficiently close to a specified point or is sufficiently large. The limit of $1/x$ is zero as x approaches infinity; the limit of $(x - 1)^2$ is zero as x approaches 1.

a number such that the absolute value of the difference between terms of a given sequence and the number approaches zero as the index of the terms increases to infinity.

M

Mass surveillance /mæs sər'veɪ.əns/

Mass surveillance is the subjection of a population or significant component of a group to indiscriminate monitoring. It involves a systematic interference with people's right to privacy. Any system that generates and collects data on individuals without attempting to limit the dataset to well-defined targeted individuals is a form of mass surveillance. Usually in the name of national security and order.

Meme /'mi:m/

A meme is an idea, behavior, or style that spreads from person to person within a culture — often with the aim of conveying a particular phenomenon, theme, or meaning represented by the meme. A meme acts as a unit for carrying cultural ideas, symbols, or practices, that can be transmitted from one mind to another through writing, speech, gestures, rituals, or other imitable phenomena with a mimicked theme.

Memory /'meməri/

1. The power or process of reproducing or recalling what has been learned and retained especially through associative mechanisms
2. The store of things learned and retained from an organism's activity or experience as evidenced by modification of structure or behavior or by recall and recognition
3. A particular act of recall or recollection
4. An image or impression of one that is remembered
5. The time within which past events can be or are remembered
6. A device (such as a chip) or a component of a device in which information especially for a computer can be inserted and stored and from which it may be extracted when

wanted; especially

7. Capacity for storing information

Mobile /'məʊbaɪl/

1. capable of moving or being moved readily.

2. utilizing motor vehicles for ready movement: a mobile library.

N

Neoliberalism /,ni:əʊ'li:b(ə)r(ə)lɪz(ə)m/

A modified form of liberalism tending to favour free-market capitalism. The term describes a late twentieth-century effort by policy makers, think-tank experts, and industrialists to condemn

social-democratic reforms and unapologetically implement free-market policies. Neoliberal theory argues that a free market will allow efficiency, economic growth, income distribution, and technological progress to occur. Any state intervention to encourage these phenomena will worsen economic performance.

Networked culture /'netwɜ:k 'kʌltʃər/

Network society is the expression related to the social, political, economic and cultural changes caused by the spread of networked, digital information and communications technologies.

Norm /nɔ:m/

1. Informal guideline about what is considered normal (what is correct or incorrect) social behavior in a particular group or social unit. Norms form the basis of collective expectations that members of a community have from each other, and play a key part in social control and social order by exerting a pressure on the individual to conform. In short, "The way we do things around here."

2. Formal rule or standard laid down by legal, religious, or social authority against which appropriateness (what is right or wrong) of an individual's behavior is judged.

3. The norm expresses itself in our society in the figure of the "human, western, reasonable, white, adult, healthy, righteous, working, heterosexual, married, monogamous, children-producing man" (Oosterling, 1989: online).

not the 'other' (see other)

Nomad /'nəʊmɑd/

1. A member of a people or tribe that has no permanent abode but moves about from place to place, usually seasonally and often following a traditional route or circuit according to the state of the pasturage or food supply.
2. Any wanderer; itinerant.

Null Island /nʌl 'aɪlənd/

Null Island is a fictional island in the Gulf of Guinea added to the Natural Earth public domain map dataset, located where the equator crosses the prime meridian, at coordinates 0°N 0°E.

O

Other /'ʌðə/

Used to refer to a person or thing that is different or distinct from one already mentioned or known about.

Further; additional.

used euphemistically to refer to sexual intercourse.

That which is distinct from, different from, or opposite to something or oneself.

not the 'norm' (see norm)

P

Parasite /'parəsaɪt/

An organism which lives in or on another organism (its host) and benefits by deriving nutrients at the other's expense.

A person who habitually relies on or exploits others and gives nothing in return.

Personal space /pə:s(ə)n(ə)l speɪs/

1. Belonging to or affecting a particular person rather than anyone else.
2. Of or concerning one's private life, relationships, and emotions rather than one's career or public life.

Private space /praɪvət speɪs/

1. Belonging to or for the use of one particular person or group of people only.
2. (Of a person) having no official or public role or position.

other definitions:

The private space is the space of the oikos, where the economy is central. The space of the hidden where we work.

Public space /pʌblɪk speɪs/

Of or concerning the people as a whole. “public concern”

other definitions:

The public space is the space of the agora where we do politics. The public domain, the space of appearance where we act.

Q

R

S

Smart systems /smɑ:t 'sɪstɪmz/

Incorporate functions of sensing, actuation, and control in order to describe and analyze a situation, and make decisions based on the available data in a predictive or adaptive manner, thereby performing smart actions.

Street View /stri:t vju:/

Google Street View is a technology featured in Google Maps and Google Earth that provides panoramic views from positions along many streets in the world. It was launched in 2007 in several cities in the United States, and has since expanded to include cities and rural areas worldwide.

T

Technocracy /tek'nɒkrəsi/

The government or control of society or industry by an elite of technical experts. An instance or application of technocracy. An elite of technical experts.

U

Urban Camping /'ɜ:bən 'kæmpɪŋ/

Camping is defined as ‘getting away from an urban area, and enjoying nature, spending one or more nights on a location’. As such, the phrase Urban Camping contradicts itself. Urban camping informally and unexpectedly revealed itself in examples such as parents camping in front of a school to enroll their kids or Harry Potter fans camping in front of a store to buy the newest release.

Utopia /ju:'tʊpjə/

A Utopia is an imagined community or society that possesses highly desirable or nearly perfect qualities for its citizens. The opposite of a utopia is a dystopia. One could also say that utopia is a perfect “place” that has been designed so there are no problems.

V

W

Wall /wɔ:l/

1. A continuous vertical brick or stone structure that encloses or divides an area of land.
2. A thing regarded as a protective or restrictive barrier.

X

Y

Z

CHAPTER 1 [RE] CLAIMING COMMERCIALISED SPACE

JANNE THAELS

Borders
Brandalism
Claim
Commons
Gentrification
Home
Killspace
Manual
Neoliberalism
Parasite
Personal space
Private space
Public space
Subvertising
Third space
Urban camping

We live in a world where everything we see is commercialised. Space is paid for, by money or by polluting our visual world (so called advertising). We are in need for a free public space. To fill this need we take back our right to the city, this by hacking infrastructure for commercial purposes.

ADVERTISING SHITS IN YOUR HEAD

strategies for resistance



“Unlike other art-forms, there is nothing to be gained by retaining a monopoly on practice, and everything to be won by passing it around. For interventions to be making a true claim to the rights of the city, it must be a practice that is open to all.”


MANUAL

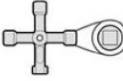
advertising shits in your head


How to hack into bus stop advertising spaces

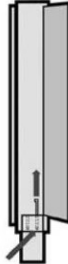


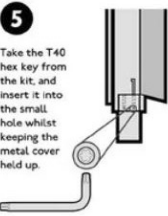
- 1** Choose a suitable bus stop location. The main bus stop advert company is JCDcaux, and there are hundreds of sites to choose from.


- 2** Select the 4-way utility key from the kit and locate the attachment that has a large square key shape. This will open the lock on the side of the advertisement shell.

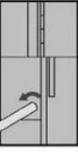

- 3** Insert the square key into the lock and turn clockwise 180 degrees. Don't worry if it doesn't open first time, the mechanism can be stiff. Keep calm and keep trying.

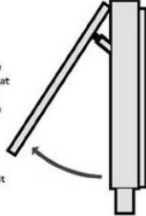

- 4** Once the side panel is open, insert one finger into the bottom of the casing and slide the metal cover up to reveal the next key hole.

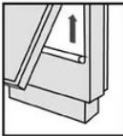

- 5** Take the T40 hex key from the kit and insert it into the small hole whilst keeping the metal cover held up.




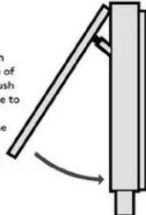
i If installing at night time, turn the power breakers off inside the panel - just flick the switch down. You will feel less exposed with the backlight.
- 6** Once the key is located in the lock, turn anti-clockwise through 90 degrees to release the catches that keep the perspex screen closed.



- 7** The perspex cover may have two pistons that open up when you release the catches. Make sure you keep hold of the bottom of the screen and let it rise slowly.


- 8** Roll up the poster that is inside from the bottom.


- 9** Slide your poster into the top of the panel, push it into the clip the runs across the top of the perspex. You may wish to pre-fold a lcm edge on your posters, for an easier install. A credit card can also help with pushing the poster into the clip.


- 10** Put two hands on the bottom edge of the casing and push back to the frame to re-engage the catches, and close the door. Then walk away; take your time; enjoy the experience.



 If the poster you are replacing has a blank reverse, you can re-use it for another installation; if not, you should recycle it.

ADHACK MANIFESTO

 **BRANDALISTS FOR LONDON**
PUBLIC SPACE MATTERS

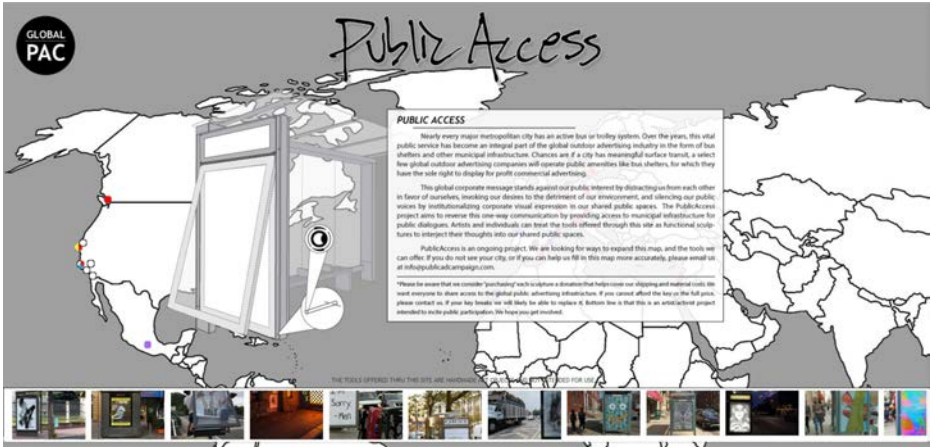
BRANDALISM

BRANDALISM[©]



PUBLIC ACCES

<http://www.publicadcampaign.com/PublicAccess/Index.html>



GLOBAL PAC

Public Access

PUBLIC ACCESS

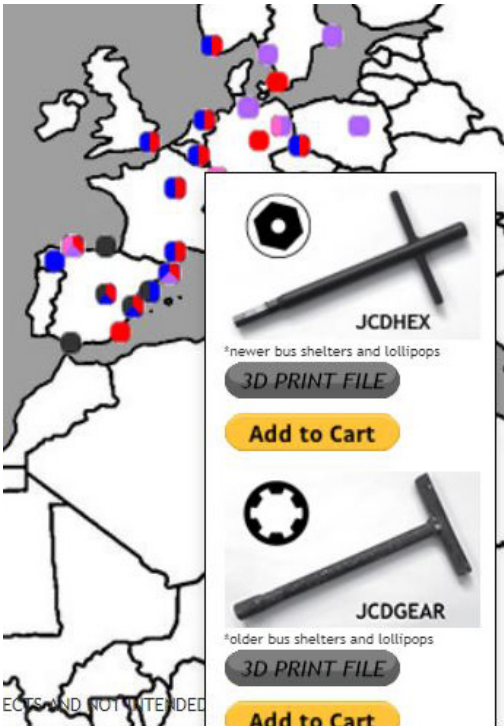

Nearly every major metropolitan city has an active bus or trolley system. Over the years, this vital public service has become an integral part of the global outdoor advertising industry in the form of bus shelters and other municipal infrastructure. Chance and if a city has meaningful surface transit, a select few global outdoor advertising companies will operate public amenities like bus shelters, for which they have the site right to display for profit commercial advertising.

This global corporate message stands against our public interest by detaching from each other in favor of ourselves, invading our desires to the detriment of our environment, and silencing our public voices by institutionalizing corporate visual repression in our shared public spaces. The PublicAccess project aims to reverse this one-way communication by providing access to municipal infrastructure for public dialogue. Artists and individuals can treat the tools offered through this site as functional sculptures to inject their thoughts into our shared public spaces.

PublicAccess is an ongoing project. We are looking for ways to expand this map, and the tools we can offer. If you do not see your city, or if you can help us fill in this map more accurately, please email us at info@publicadcampaign.com.

*These are items that we consider "functional" tools to support a dimension that helps cover our shipping and material costs, but we ensure to share access to the global public advertising infrastructure. If you cannot afford the fee or the full price, please contact us. If your key breaks or will likely be able to replace it. Bottom line is that this is an architectural project intended to be public participation. We hope you get involved.

THE GLOBAL PACS FROM THE BUS AND TROLLEY



JCDHEX

*newer bus shelters and lollipops

3D PRINT FILE

Add to Cart

JCDGEAR

*older bus shelters and lollipops

3D PRINT FILE

Add to Cart

ECTS AND NOT ATTENDED

PIXELATOR



How To

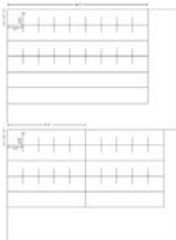
Step 1: Measure your target.

In NYC, video billboards are 27.5" x 49.5".
Make sure your target is the same size
before using these numbers.

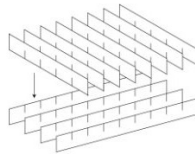
Step 2: Gather your materials.

- 2 sheets of 40"x60"x3/16" white foamboard (available at Pearl Paint for \$7 a sheet)
- 1 sheet of Heavy Frost diffusion gel 4'x5' (available at Kits and Expendables in Long Island City for \$30)
- 1 roll of white duct tape
- 6 boxes of Stik Tak or similar adhesive
- glue gun and a lot of glue sticks
- tape measure or yard stick
- box cutter
- pencil

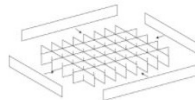
Step 3: Cut the foamboard.



Step 4: Interlock the pieces.



Step 5: Tape the sides.



Step 6: Cut and glue the diffusion gel.



Step 7: On the back, generously apply Stik Tak to the corners and top edge.



Step 8: Attach to video billboard and enjoy.

BILLBOARD SERIES

019



STARHUISJE

John körmeling



BEACH CABINS FOR THE BELGIAN COAST

Koen Deprez - 1987



“People always deviate from the architect's prescriptions when they appropriate space.”

URBAN CAMPING

Heim



URBAN CAMPING

imprt.export architecture



INSTALLATION PITTI UOMO 83

Firenze



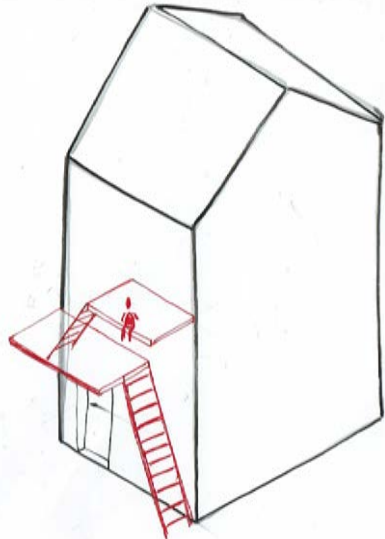
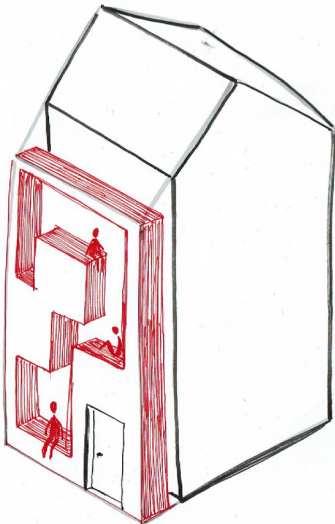
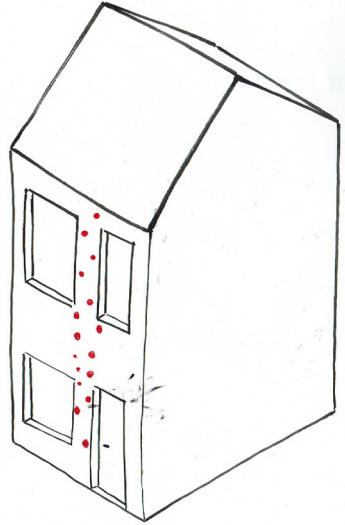
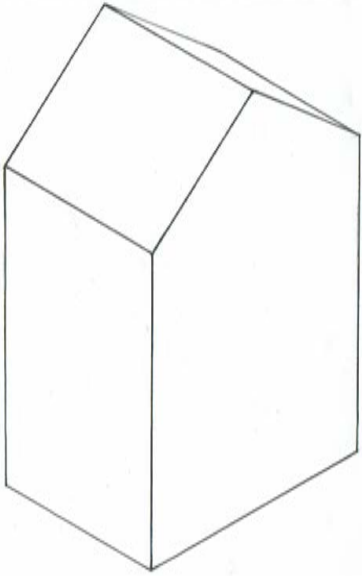
CONCIERGE

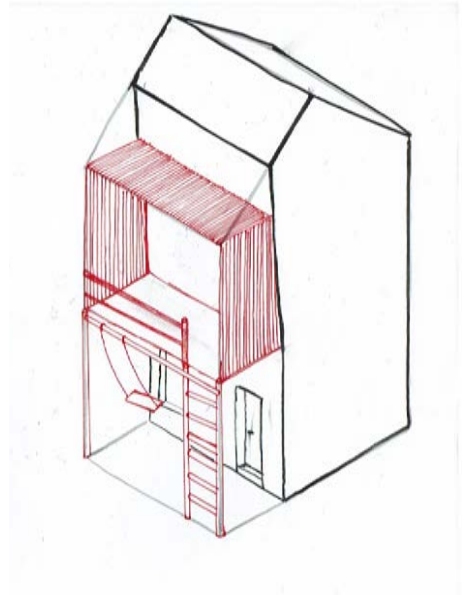
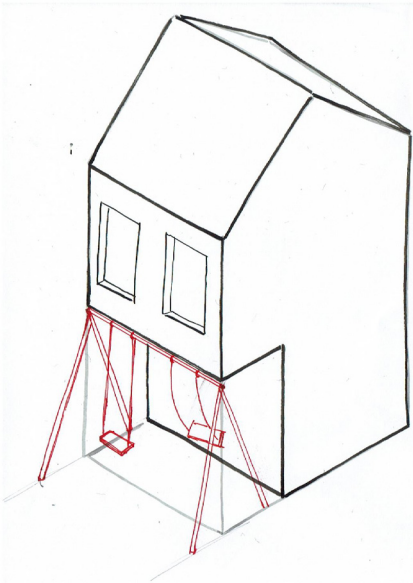
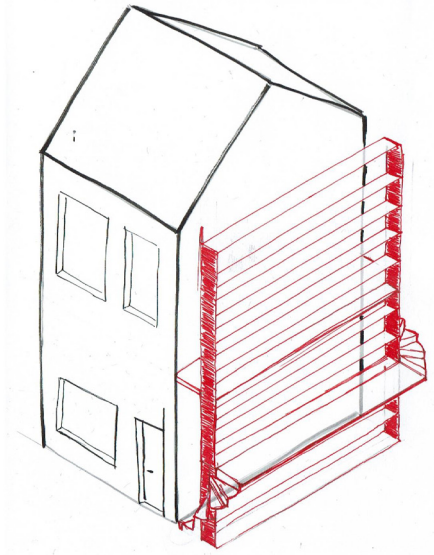
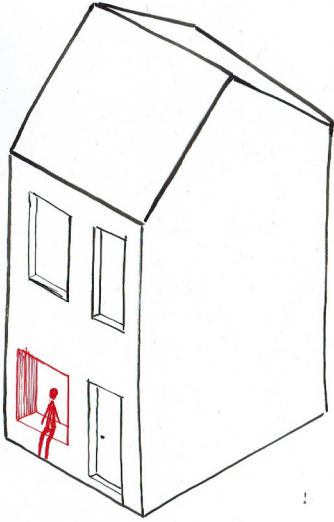
Karl Philips



STRETCHING BORDERS

Janne Thael





COMMERCIAL CUTOUTS

Janne Thaels





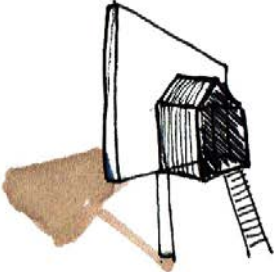
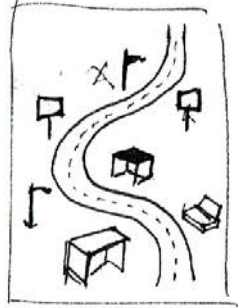
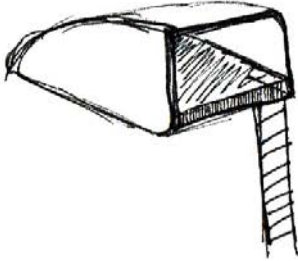


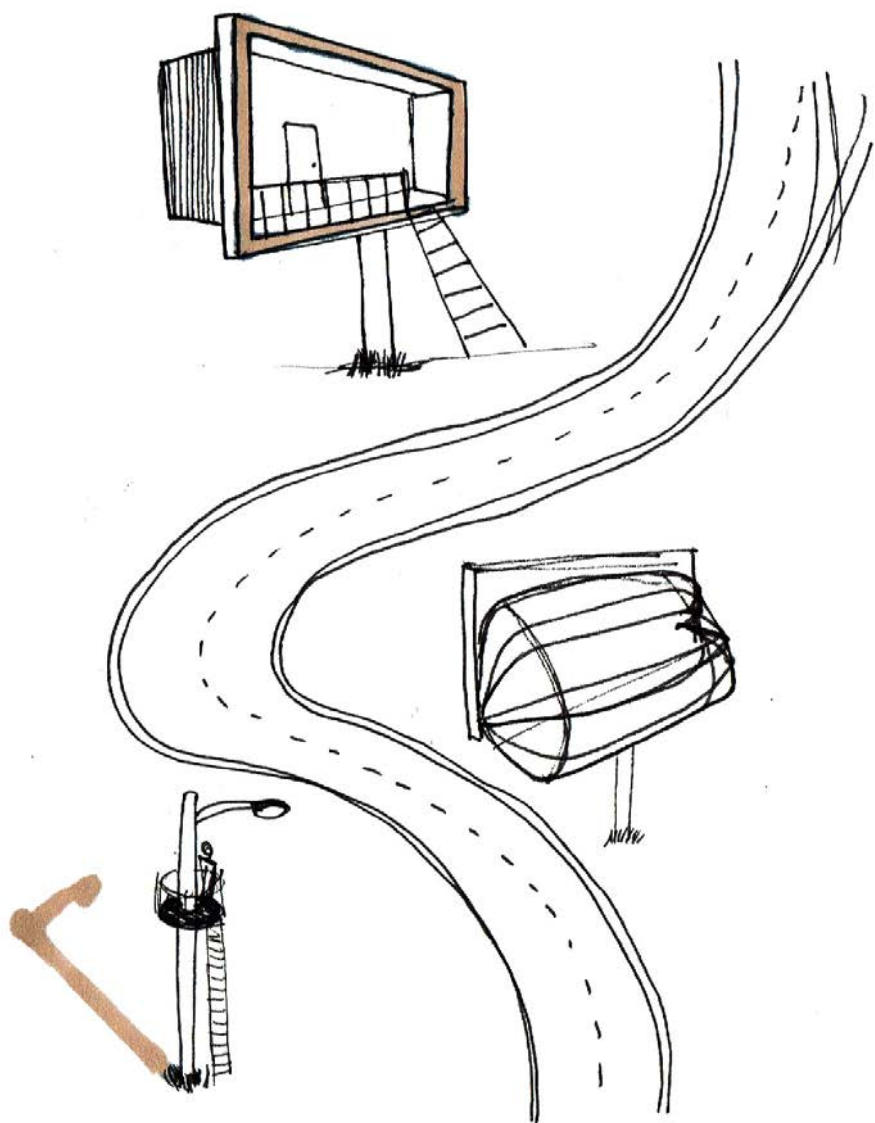




RECLAIMING THE COMMERCIALISED SPACE

Janne Thael





CHAPTER 2: [RE] CLAIMING HETEROTOPIA

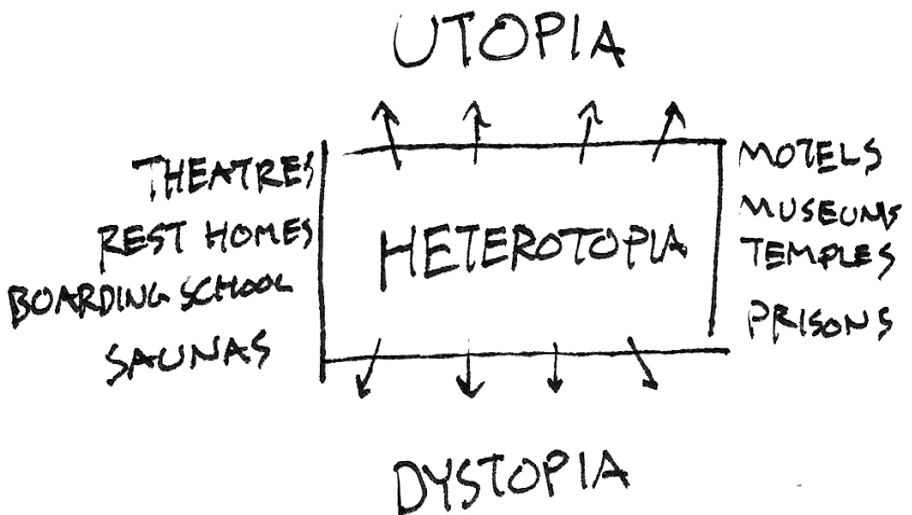
ARNE VAN DE VELDE

Common
DIY
Heterotopia
Hegemony
Neoliberalism
Norm
Other
Private Space
Public Space
Utopia
Parasite

THE HETEROTOPIA OF MICHEL FOUCAULT

"A place that interrupt the apparent continuity and normality of ordinary everyday space."

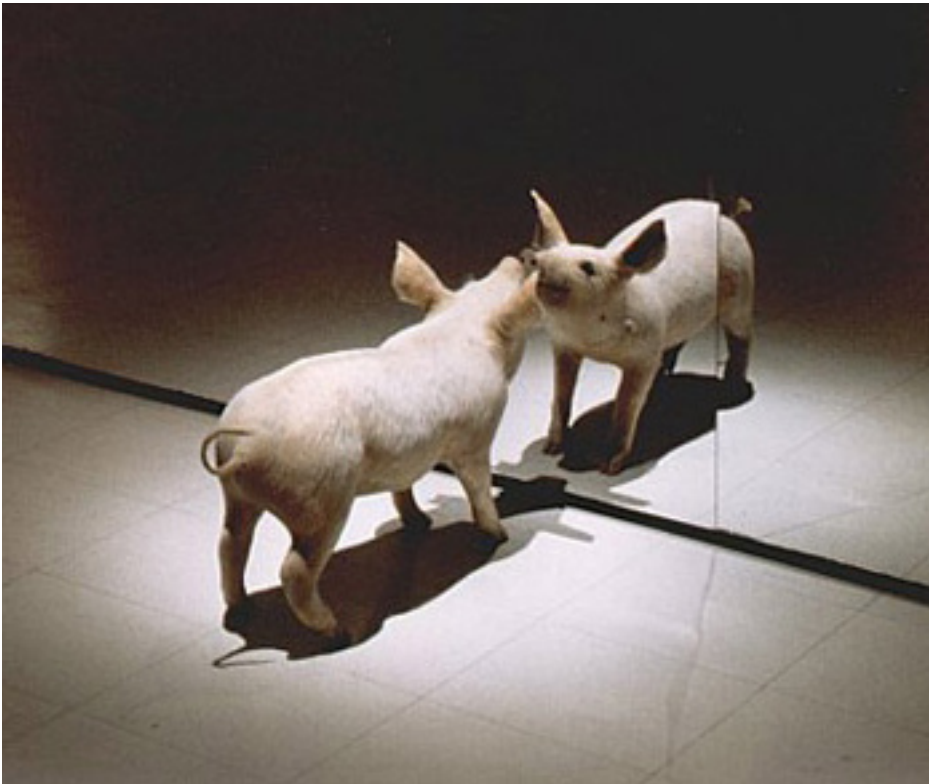
-Michiel Dehaene en Lieven De Cauter



A Heterotopia is a place where two incompatible situations comes together at one place, a place defined as 'other'. How can such a heterotopia look like? Common space is a heterotopia, it's the space of the in between, like an incompatible space: a paradox of temporary and permanent, between the individual and the mass, work and leisure, private and public, passive and active. How could a space like that look like? How could a mediate space between public and private look like?

“The mirror is, after all, a utopia, since it is a place without place. In the mirror, I see myself there where I am not, in an unreal space that virtually opens up behind the surface; I am over there, there where I am not, a sort of shadow that gives me my own visibility, that enables me to see myself there where I am absent.”

-Michel Foucault



Foucault, Michel. "Of Other Spaces, Heterotopias." *Architecture, Mouvement, Continuité* 5 (1984): 46-49.

NEW HETEROTOPIAN INTERVENTIONS

A few artists have incorporated Foucault's notion of heterotopia within an exploration of Foucault's wider work, as a sort of tool box of ideas and inspiration, exploring the possibility of making heterotopia, an interpretation through practice. Examples here include installations by Dan Graham and work by the Norwegian artist and filmmaker Knut Åsdam (1995), who has explicitly explored heterotopia as one key strand in his work, and many others.



Rachel Wilberforce - Pathways 2014



Dan Graham - Pavillon



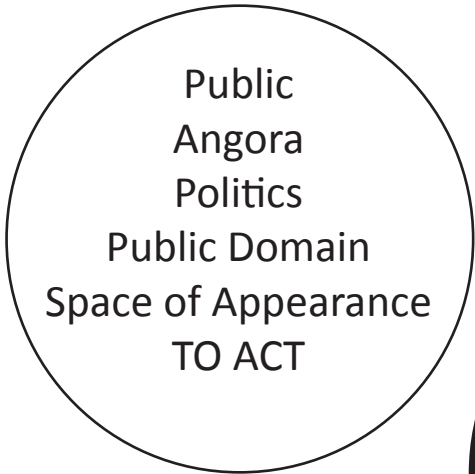
Knut Asdam - Heterotopia 1995



Vincent Stoker - Heterotopia La fin de l'histoire 2013

TIME TO WAKE UP THE NEOLIBERAL HEGEMONY

If you look at the trichotomy of Lieven De Caeter, there are three spaces appearing, the public space, dominated by the politics, the private space, where the economy is centralized, and the heterotopia, the space of culture. Intrusions are possible in different kind of spaces, but the one intrusion we are living in today is that of the economy taking over politics and culture: the neoliberal state.



Public
Angora
Politics
Public Domain
Space of Appearance
TO ACT

Private
Oikos
Economy
Private Property
Space of Hidden
TO WORK

Heterotopia
Other
Culture
Common
Hidden Appearance
TO PLAY

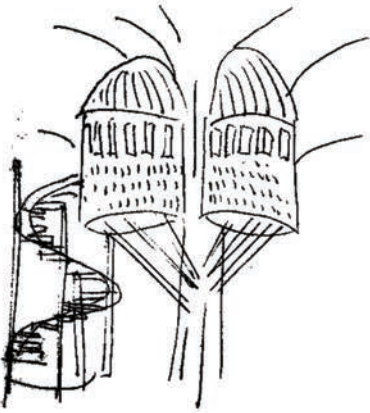


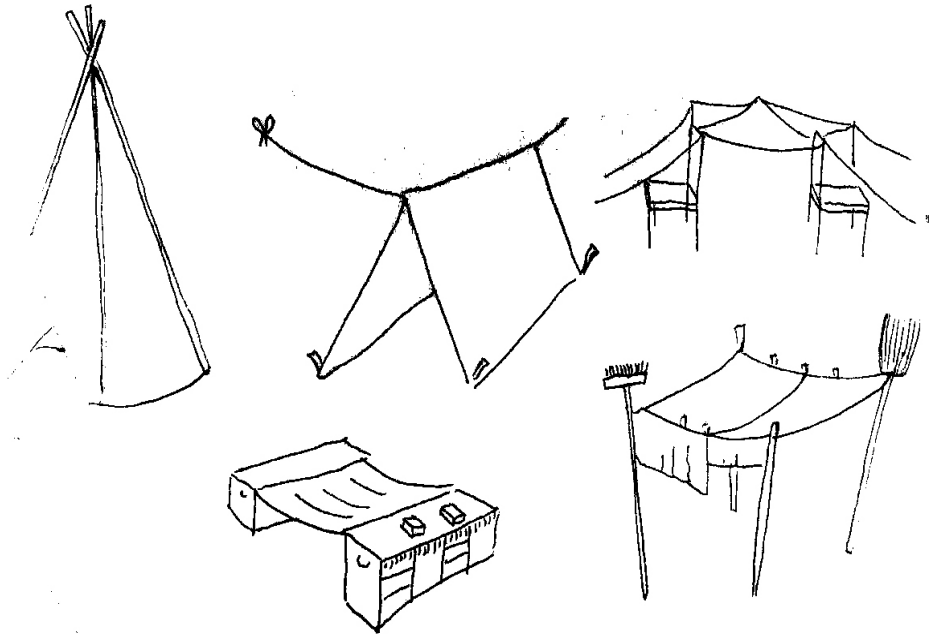


CHILDREN'S HETEROTOPIA

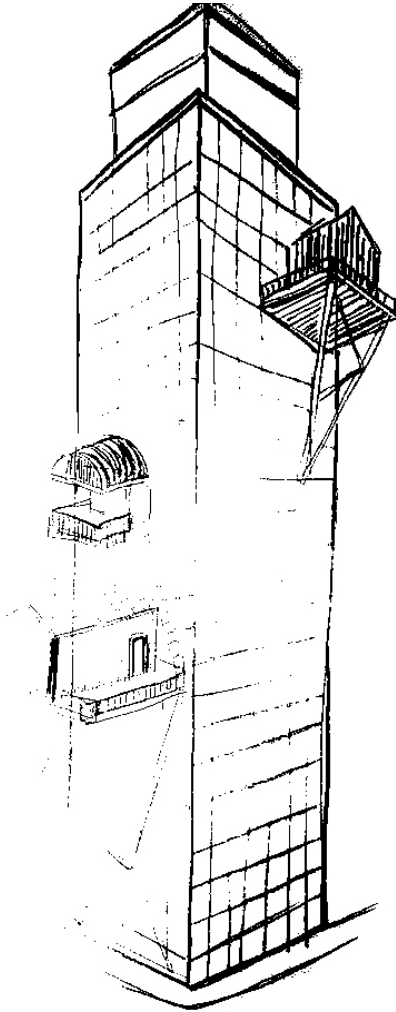
"These counter-spaces, these locally realized utopias, are well recognized by children. Certainly, it's the bottom of the garden; it's the Indian tent erected in the middle of the attic; or still, it's Thursday afternoons on their parent's bed. It is on that bed where they discover the ocean, as they can swim between the covers, and the bed is also the sky, or they can bounce on the springs; it's the forest as they can hide there; or still, it's night as they can become ghosts between the sheets and, finally, it's the delight, as their parents come home, as they will be punished."

-Michel Foucault

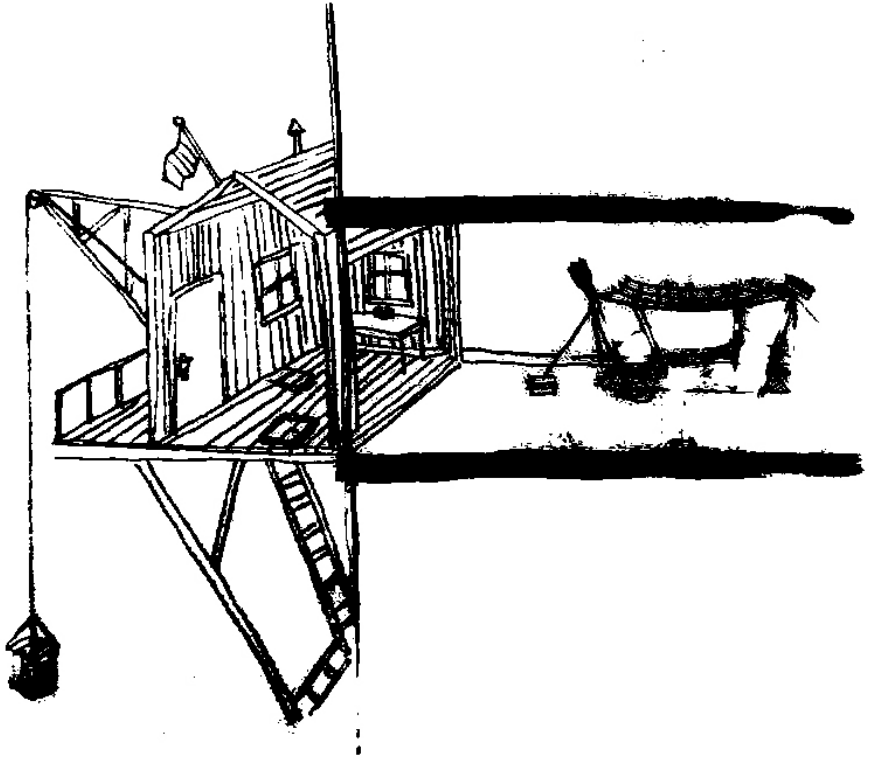




A PARASITIC HETEROTOPIA, A PARATOPIA!

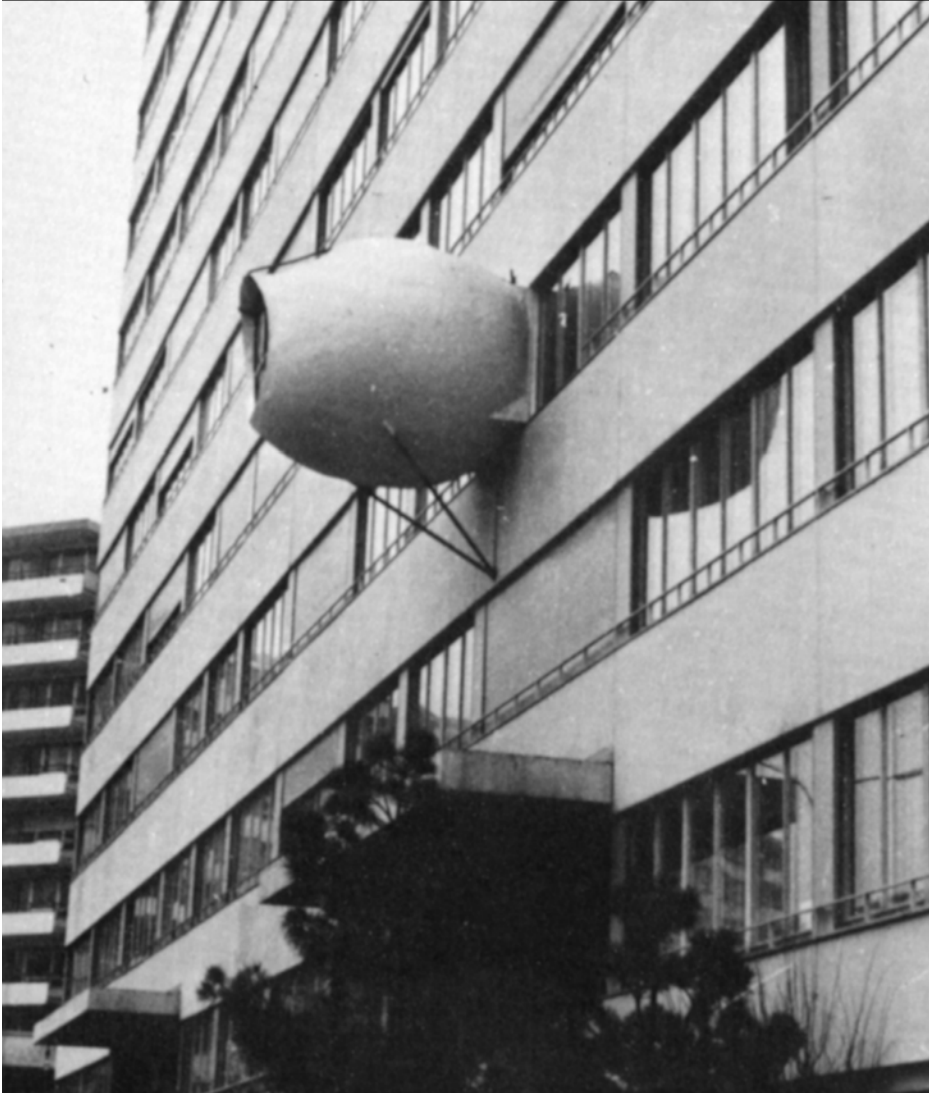


Foucault makes clear that children can easily make their own heterotopias. Two of those examples are the blanket fort and the tree house. It is so easy to build, that even children are making them. A blanket fort is a heterotopian intrusion of the private space and a treehouse is the intrusion of the public space. What would it be like if little DIY heterotopias are taking over economized spaces, like parasites?

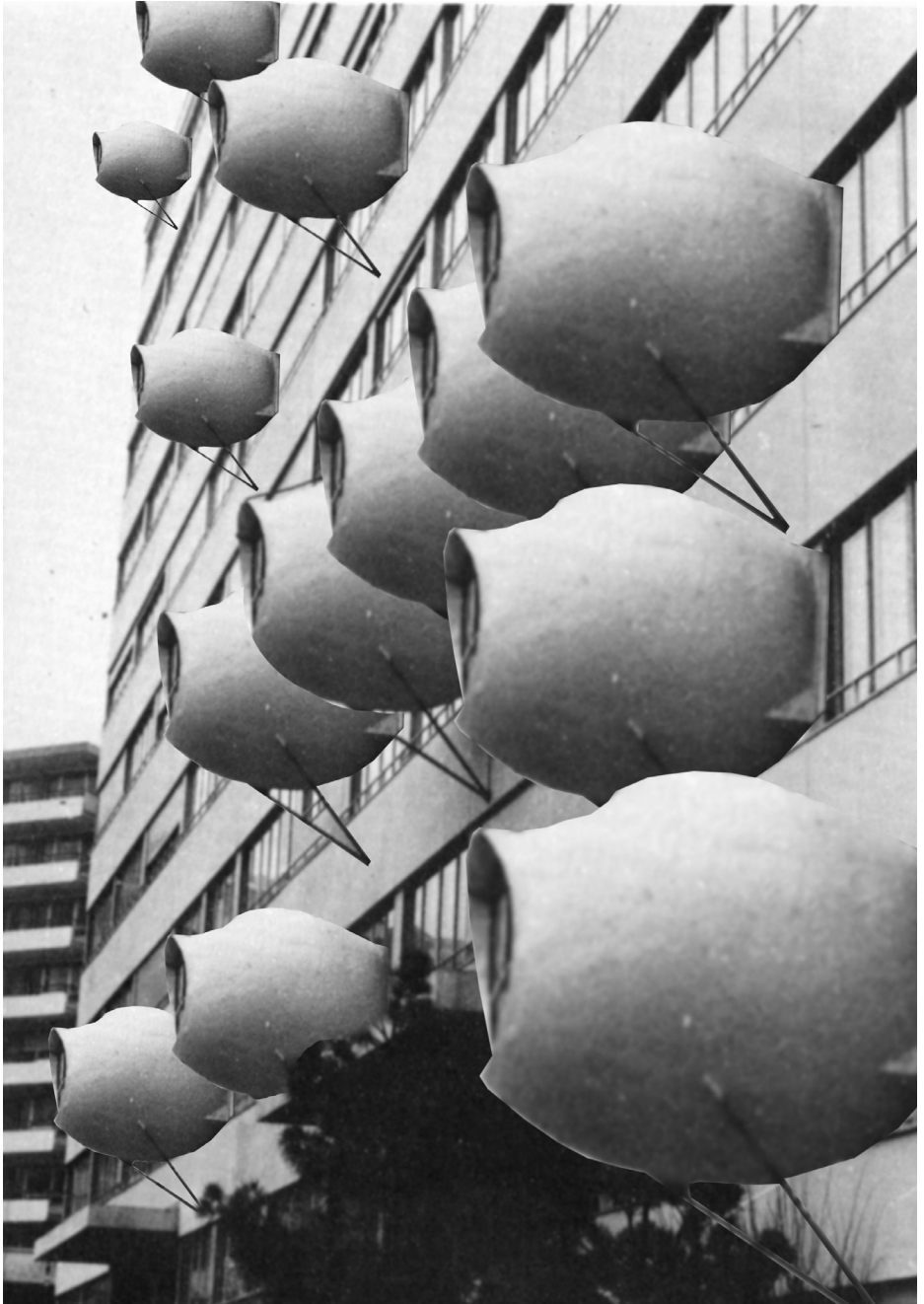


FAILED PARASITES

A parasite is an organism that grows, feeds and sheltered by its host while contributing nothing to the host's survival. Therefore parasitic architecture can be defined "as an adaptable, transient and exploitative form of architecture that forces relationships with host buildings in order to complete themselves."



Jean Jaques Chaneac - Celluloses Parasites 1986



Arne Van de Velde - Collage



Milo Ayden de Luca - Excesent Utopia 2013



Arne Van de Velde - Collage



Michael Rakowitz - paraSITE 1998



Arne Van de Velde - Collage



Jenny Chapman and Mark Reigelman - Manifest Destiny 2011



Arne Van de Velde - Collage

PROTOTYPE









CHAPTER 3: [RE] CLAIMING THE SPACE OF EXPERIENCE AND MEMORY
IN A WORLD CONQUERED BY PICTURES
EMANUELA PASSADORE

Anthropocene
Big Data
Borders
Claim
Dataism
Digital citizenship
Digital dark ages
Dystopia
Exploration
Experience
Geotag
Hard disk
Home
Limit
Memory
Mobile
Networked culture
Nomade
Null Island
Street View
Utopia

We go everywhere sitting still, or if we physically go to a different place, we just prove we were there. Taking geolocated photos, without making [real] experience and [real] memories.

1- GOOGLE STREET VIEW IS CONQUERING THE WORLD BY RECORDING IT

“Digital maps are going to be one of the defining tools in the near future. Street level images make maps more helpful, and they ground the digital map to a real world *physicality*. The power of those images will be used in new ways to help us achieve daily tasks easier. At the same time, Google will continue to expand their Street View projects to more and more of the globe. I joke about Google conquering the world, but the truth is that the importance of digital maps is so great that locals will support their endeavors wherever they arrive. Street View and its competitors are going to help change the world by recording it. That’s pretty awesome.”

[source: Google Lat Long Blog]



WHERE WE'VE BEEN & WHERE WE'RE HEADED NEXT

The blue areas on the map show where Google has collected Street View. Zoom in for greater detail, or browse this content with our websites and apps. The list shows where we're diving (or Trekking) next. Select a country to browse.



From the Street to All kind of places to experience..



So with a click we can travel and explore the world.



Everywhere Box

2- HARD DISK / CLOUD AT THE PLACE OF OUR MIND

“Why Is Our Generation So Attached To Pictures?”

Nowadays people seem to be obsessed with pictures. We do not have 15 boxes sitting in our closets of physical photos, we have that and 10,000 plus digital photos cramping our computer memory. But why so many?

A. Social Media:

Our generation finds it necessary to share just about everything about our personal lives with others; whether it's Facebook, Instagram, etc.

B. “Pics or it didn't happen”:

For some reason, we feel it is extremely important to prove to people where we are.

C. Bad **Memory**:

In today's day and age, we have so many things to remember that how could we possibly remember pivotal life moments without something to remind us?

D. Good **Memory**:

Thanks to our handy dandy laptops, smart phones and tablets, Cloud and Hard disks we have all the space we need to store those photos. All our memories are there.

E. “MUST CAPTURE MOMENT”:

Every time we do something memorable, we have a tendency to think we must capture this moment..taking pictures.

Regardless of why we have so many pictures the fact of the matter is that WE HAVE A LOT; either way something must be done about this epidemic of abused photography.

Odyssey

Offloading

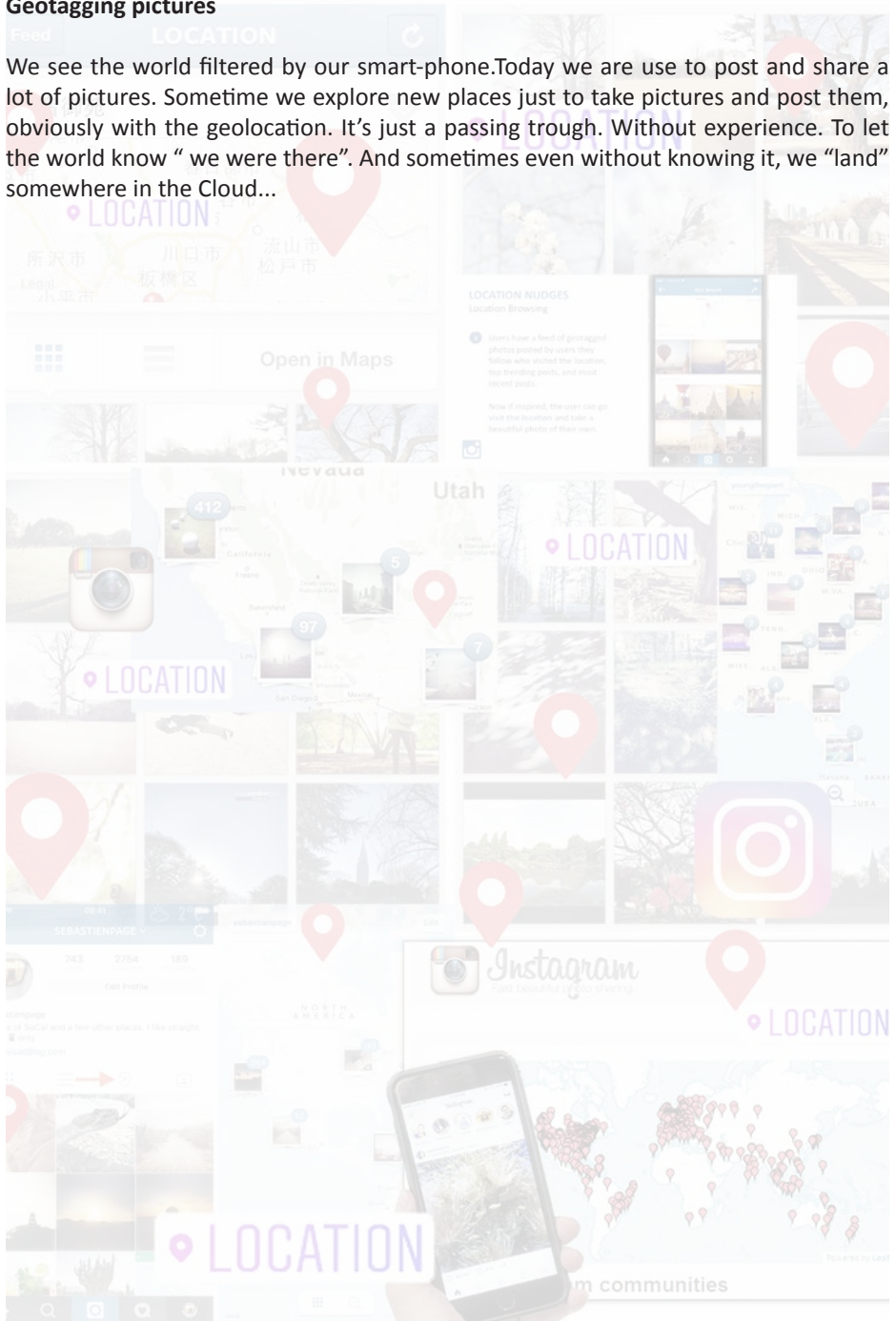
Researchers have argued that computers and phones are encouraging us to offload many of our cognitive functions onto other things, reducing our need to think, process, and remember.

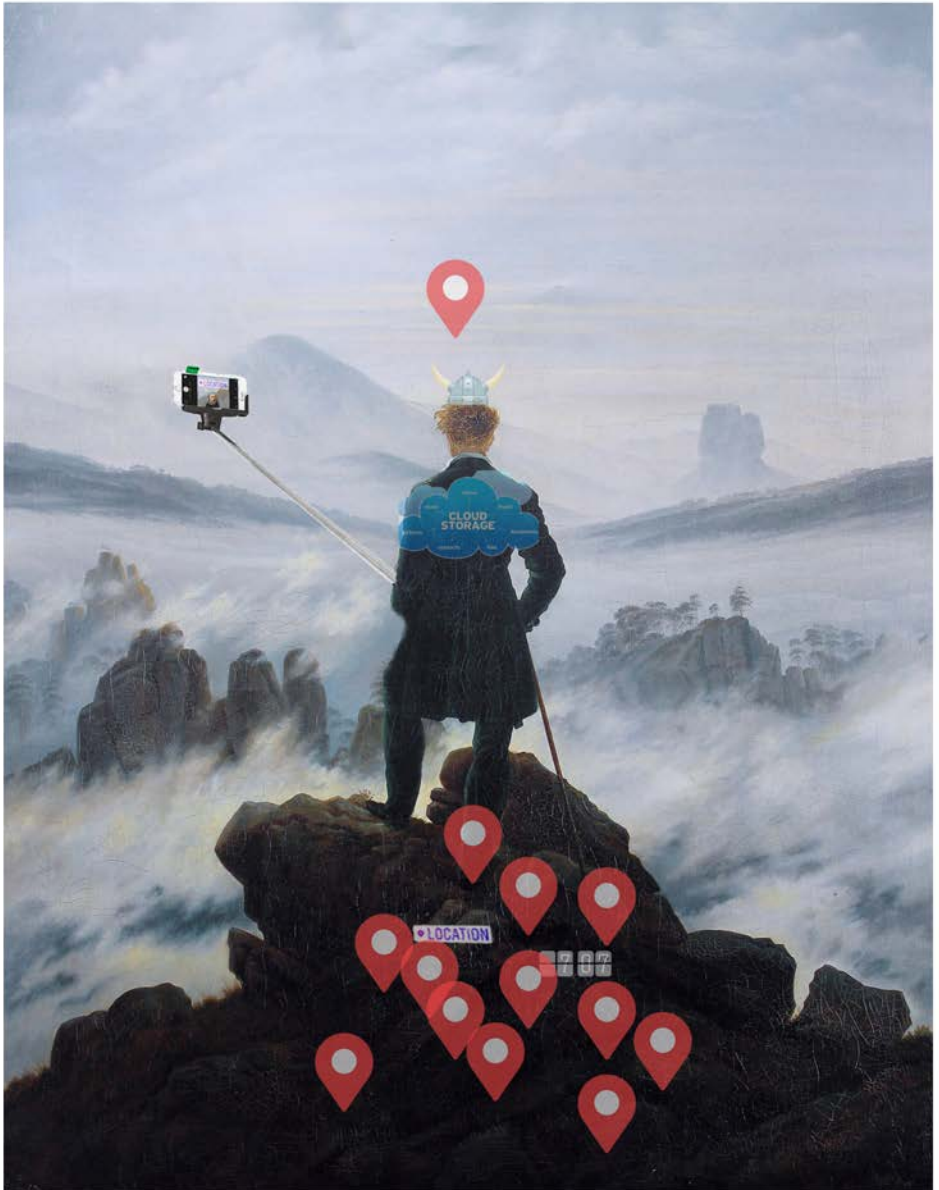
According to the “offloading” theory, people who believed their photos would be saved would remember less because they would “offload” the information, knowing that they could refer back to their photos.

Are we losing Memory? Memories?

Geotagging pictures

We see the world filtered by our smart-phone. Today we are use to post and share a lot of pictures. Sometime we explore new places just to take pictures and post them, obviously with the geolocation. It's just a passing trough. Without experience. To let the world know " we were there". And sometimes even without knowing it, we "land" somewhere in the Cloud...





Instagrammer above the Sea of Fog

Humans Future:

1st Scenario : NULL ISLAND

we will loose our sensitivity and our memory; the system will crash and all our memories will get stored in the Data Center of Null Island. We will land there and just lay on the beach.

2nd Scenario: RECLAIMING OUR SENSITIVITY AND MEMORY

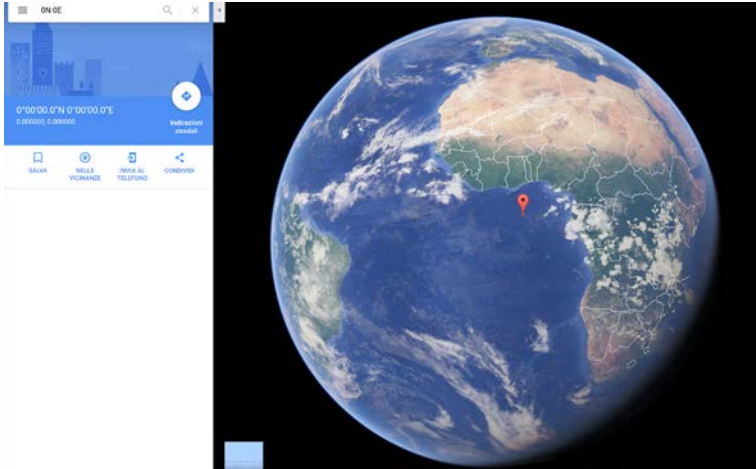
we can escape this future be reclaiming our memory and our real experience of the world, by living in a Mobile Architecture, that make us sensible again, exploring the world without taking pictures, without Social Media and Smart phone.

1ST SCENARIO

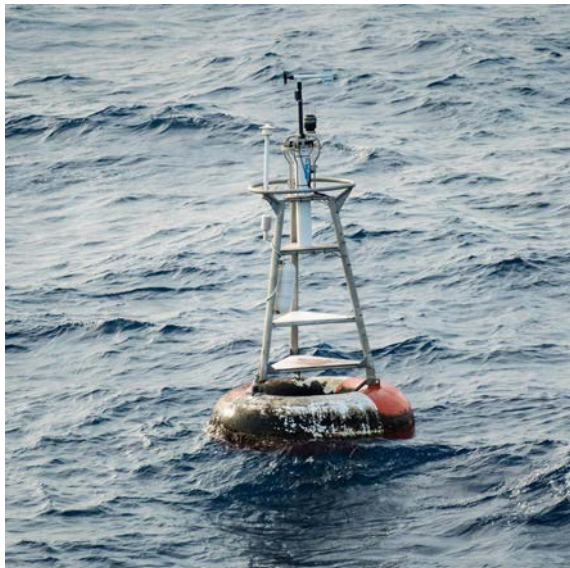
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..WE WILL GO TO NULL ISLAND



“It doesn’t seem like much of a place to visit. Granted, I’ve never actually been there, but I think I can imagine it: the vastness of ocean, overcast skies, a heavy humidity in the air. No land in sight, with the only distinguishing feature being a lonely buoy, bobbing up and down in the water. It almost seems like a “non-place,” but it may surprise you to learn that this site is far from anonymous. This spot is a hive of activity in the world of geographic information systems (GIS). As far as digital geospatial data is concerned, it may be one of the most visited places on Earth! This is Null Island.”



Null Island is an imaginary island located at $0^{\circ}\text{N } 0^{\circ}\text{E}$ ("Null") in the South Atlantic Ocean. This point is where the Equator meets the Prime Meridian. The concept of the island originated in The exact origins of "Null Island" are a bit murky, but it did reach a wide audience no later than in 2011 when it was drawn into Natural Earth, a public domain map dataset. In creating a one-square meter plot of land at $0^{\circ}\text{N } 0^{\circ}\text{E}$ in the digital dataset, Null Island was intended to help analysts flag errors in a process known as "geocoding."

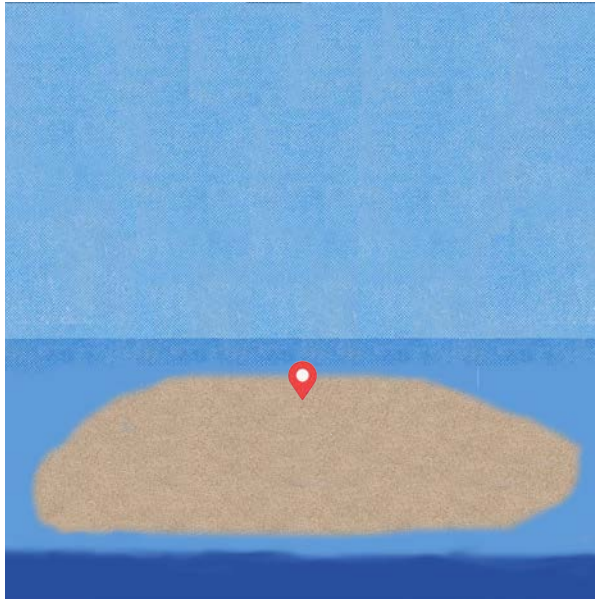
Unfortunately, due to human typos, messy data, or even glitches in the geocoder itself, the geocoding process doesn't always run so smoothly. Misspelled street names, non-existent building numbers, and other quirks can create invalid addresses that can confuse a geocoder so that the output becomes "0,0". While this output indicates that an error occurred, since "0,0" is in fact a location on the Earth's surface according to the coordinate system, the feature will be mapped there, as nonsensical as the location may be. We end up with an island of misfit data.



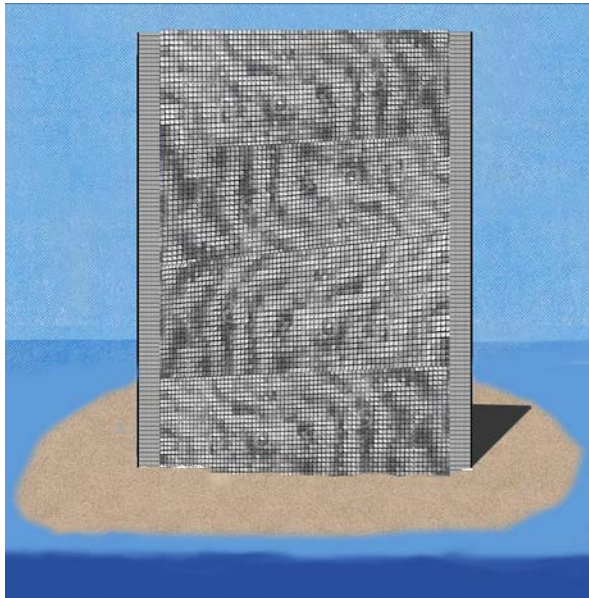
The Geographical Oddity of Null Island
April 22, 2016 by Tim St. Onge

..what if Null Island exists?

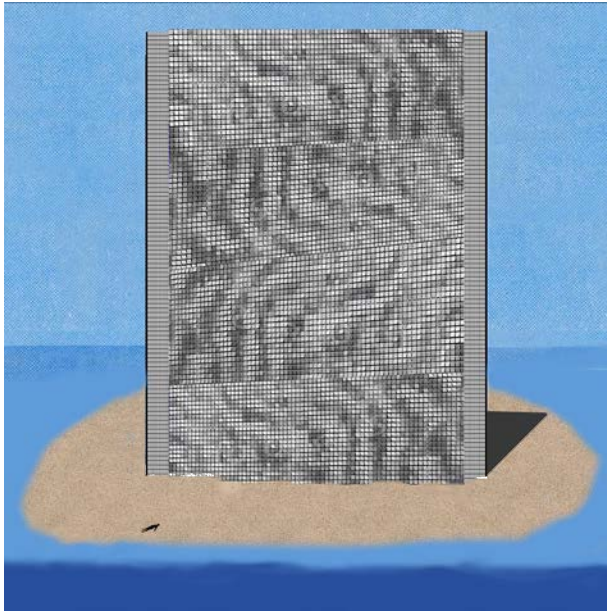
And after too much use of our smartphone the system just crash and we land there?
What if the system just want us to land there?



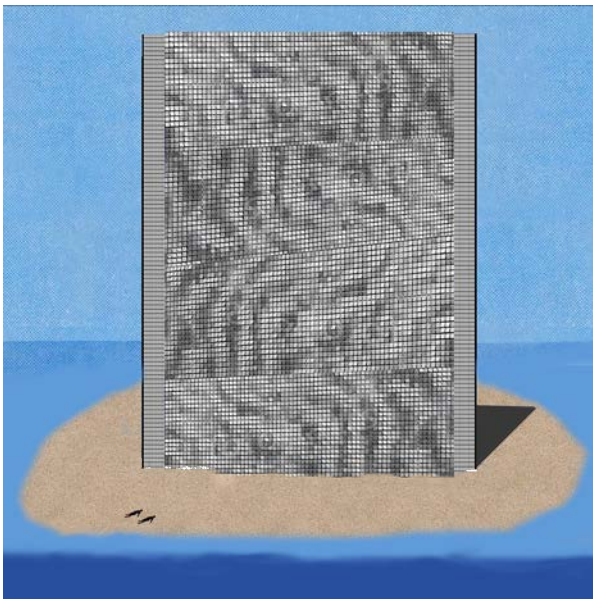
Null Island exists



The tower of Memory - Photos Data Center - Biggest Hard Disk Ever Seen
Loss of human Memory: All our pictures will be collected there, we will have no more memories in our mind..



Landed



We are going to lay on the beach..

Emanuela Passadore

2ND SCENARIO:

What about re-claiming our memory and our physical world ,stopping taking and posting picture but EXPERIENCING...

Exploring spaces for real, with no need of having recording devices, creating real memories. That's the way to escape Null Island.

The only way to keep our real memory in our mind, and not in the Null Island Hard Disk.

Or do we prefer to lay on the beach?



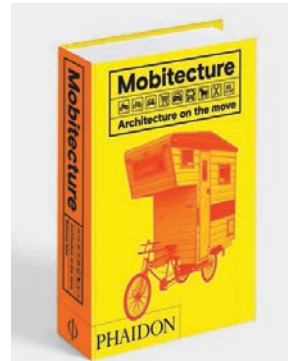
A MOBILE, SENSITIVE ARCHITECTURE TO MAKE EXPERIENCE



Living Pod - David Green

MOBITECTURE

“The condition of statelessness, of being constantly on the move, of travelling, of being a nomad. Is this the new frontier of contemporary living, or a return to the original human condition Chatwin went to such lengths to describe? In *Mobitecture*, Rebecca Roke analyses how this phenomenon is being reflected in architecture: human architecture (i.e. wearable), architecture without wheels, with one or two wheels, or with three, four, five or more wheels, sleds and floating structures”.



MOBILE ARCHITECTURE

“Mobility is a challenge that architecture always had to confront; Aristotle was merely the first to philosophize about it.

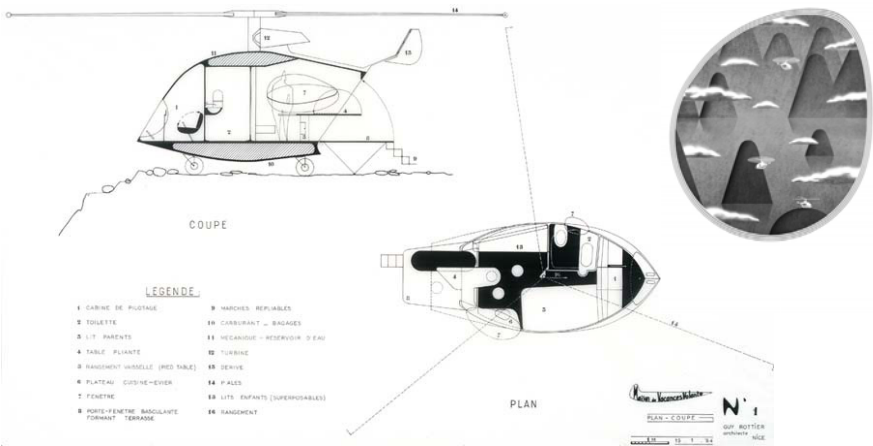
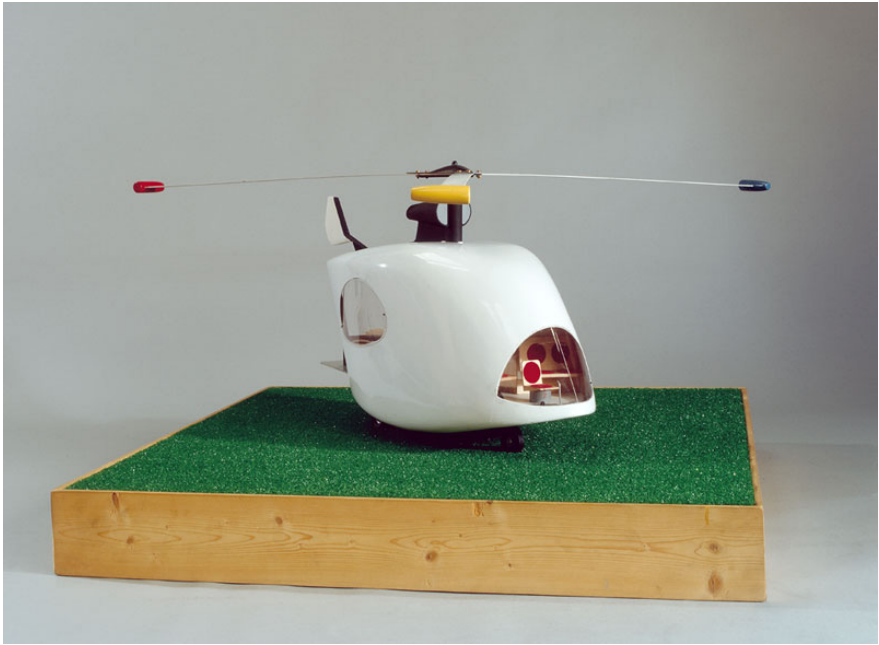
In the last decade our access to information and communication has become completely mobile. We don't have to go to a physical desk anymore to make a phone call or to work on a computer; we don't need to go to a library to do research, we don't need to go to a ticket office to buy tickets, sometimes we don't even need to go to specific places to meet people. We do it all from our smart phones, wherever we are. Communication and access to knowledge are not bound to space and buildings anymore. Thus, the meaning of space in the digital age is changing.

There never was a time when there was not motion, and never will be a time when there will no be motion.

/Aristotle

A return to the turtle principle seems imminent. Buckminster Fuller was neither the first nor the last avant-garde architect to describe how he would dissolve buildings and indeed whole cities, experiment with new technologies, and inject architecture with a new and quite literal dynamism. The results are often both practical and innovative, as is demonstrated on the more than eight hundred pages of *Mobile Architecture*”.

Mobile Architecture – Construction And Design Manual



Guy Rottier - Maison volante



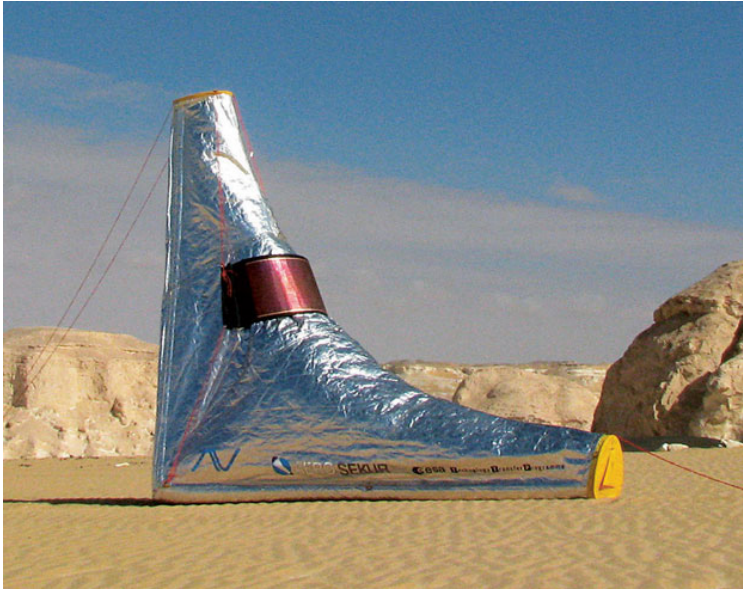
MOVE

SLEEP

STAY

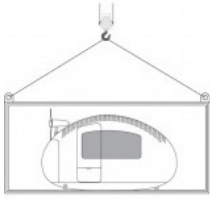


Room-Room
Encore Heureux
Julien Choppin & Nicola Delon



Desert Seal - Arturo Vittori & Andreas Vogler

Overseas transport

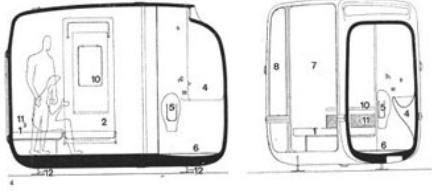


Local transport

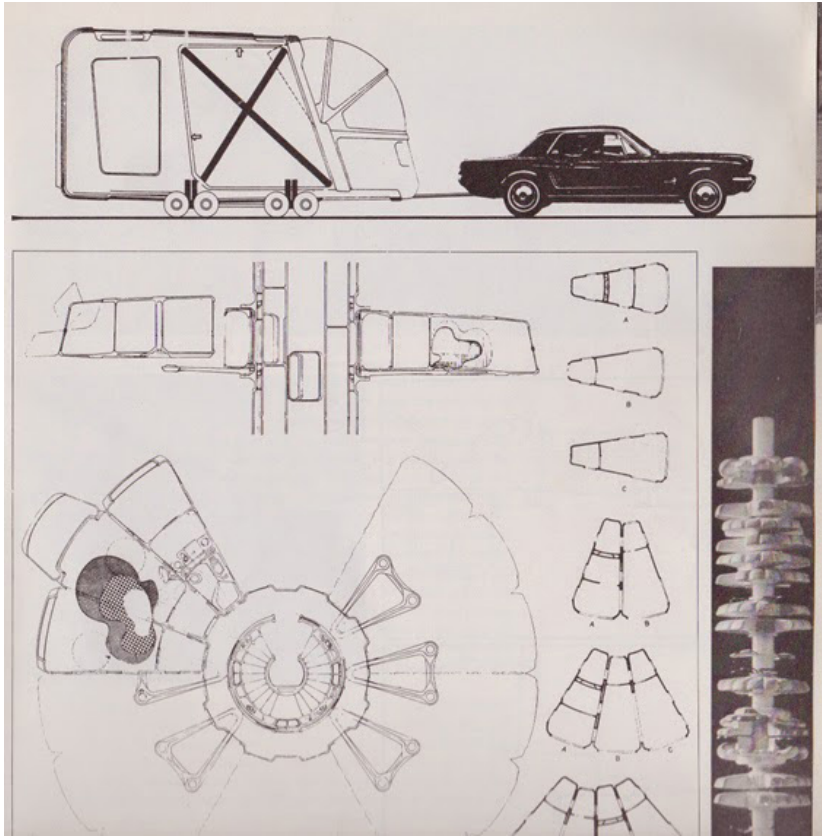
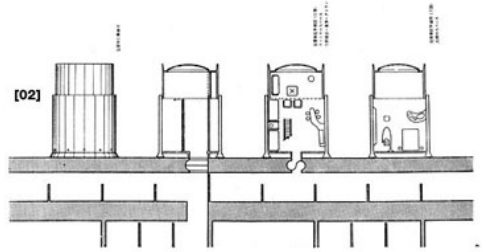


Ecocapsule - nice&wise

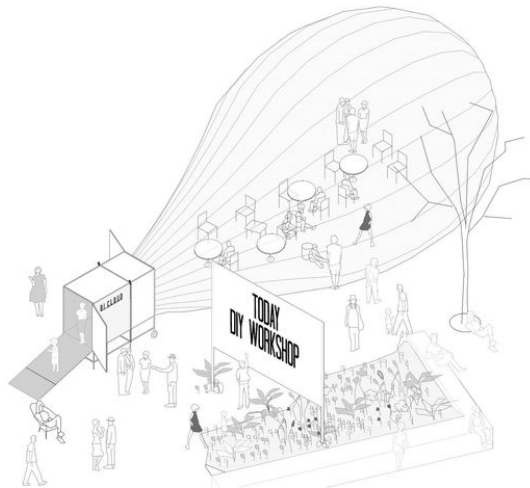
[01]



[02]



Future House - Angela Hareiter

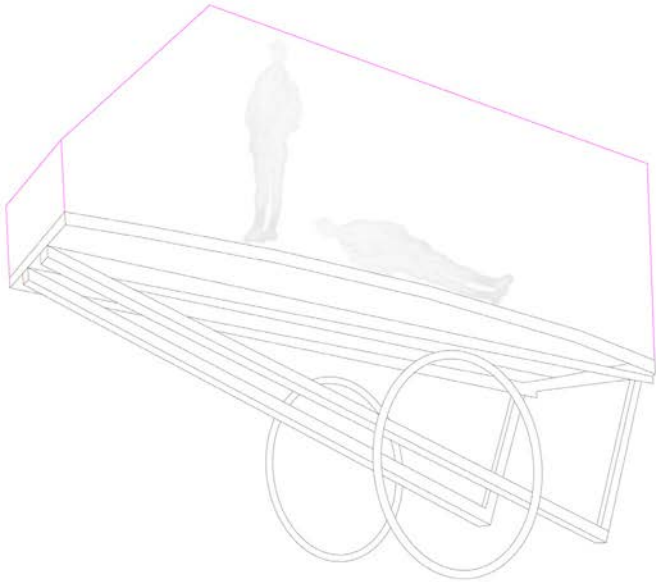
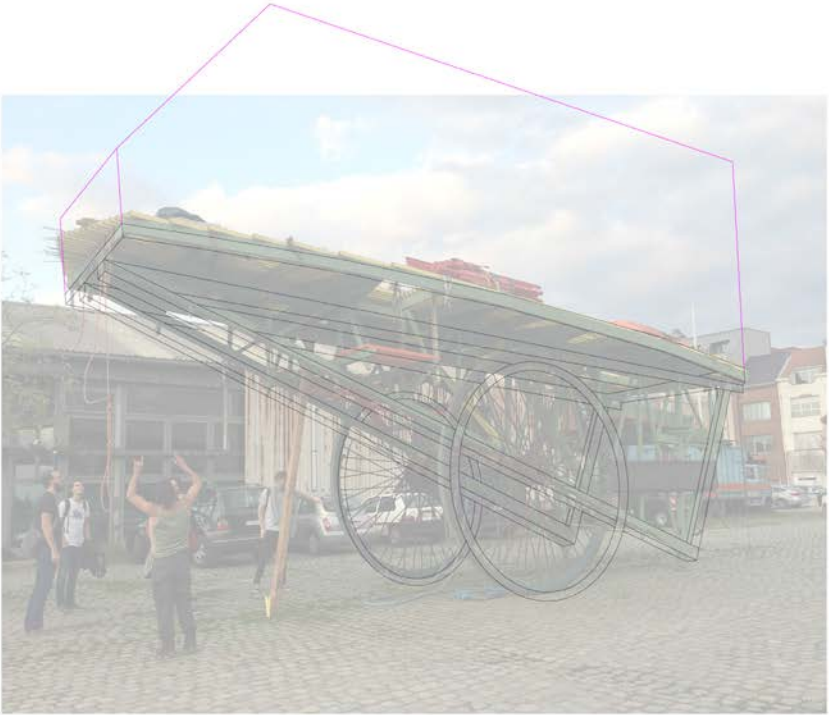


Space Buster - raumlaborberlin



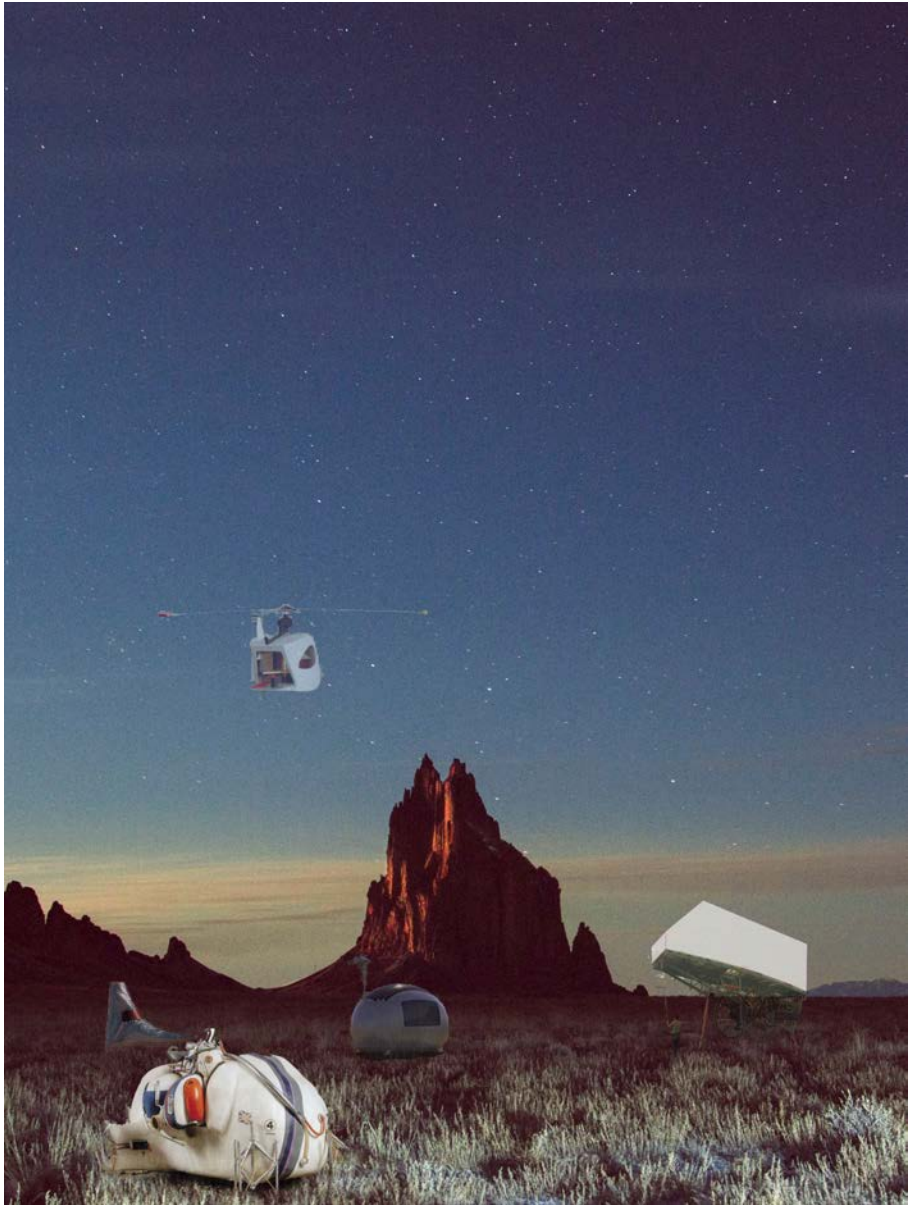
LANDSCHIP
SINGEL-----PANIEK

Landschip - Timecircus

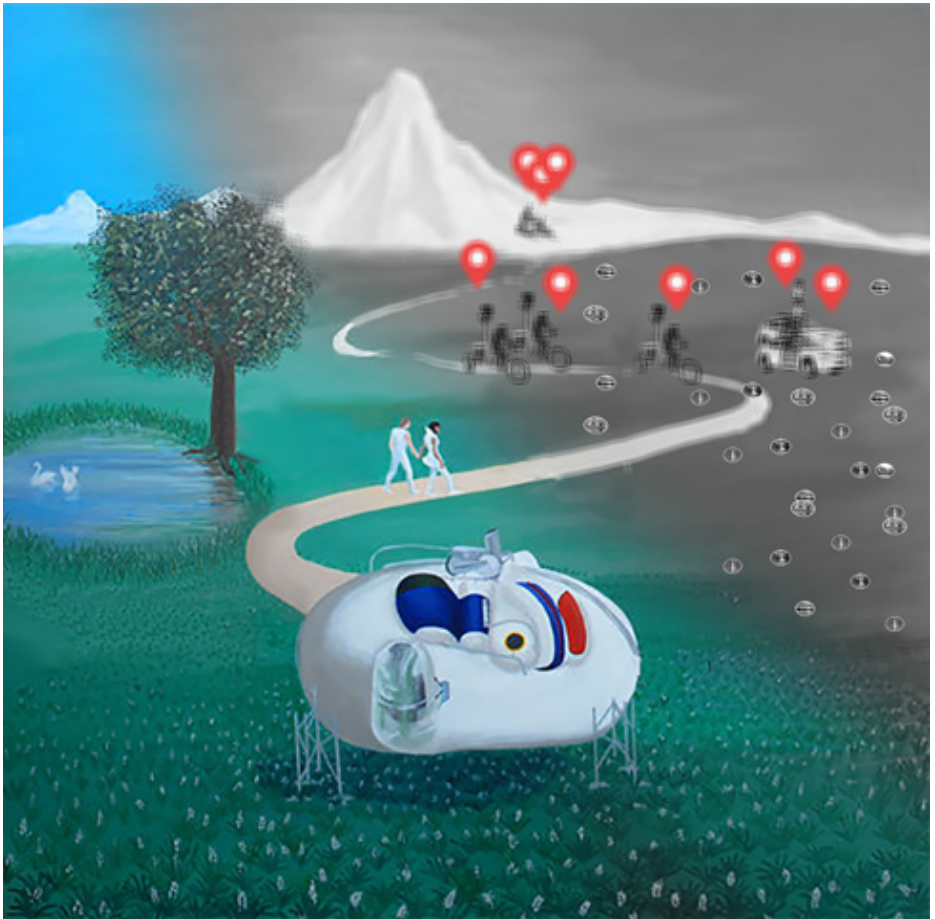




Emanuela Passadore - Re claiming real experience + memory - Cure to escape Null Island



Emanuela Passadore - Re claiming real experience + memory - Cure to escape Null Island



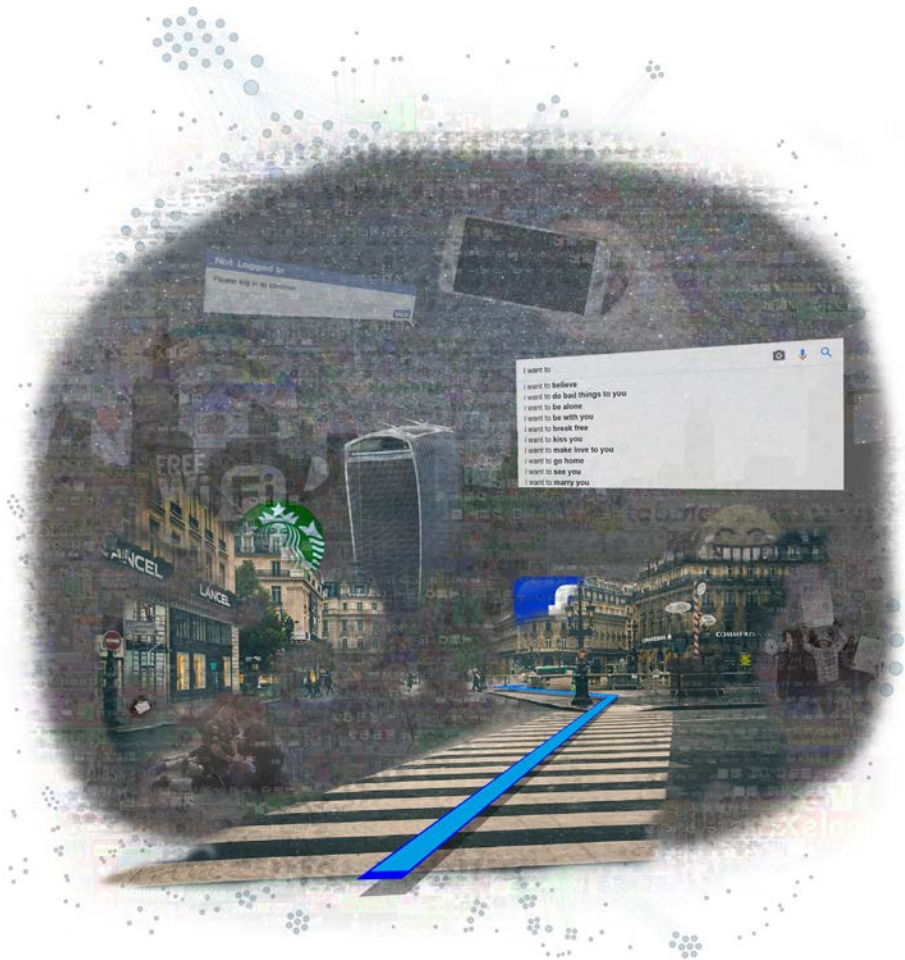
Emanuela Passadore - The real world is always in higher resolution

CHAPTER 4: [RE]CLAIMING SPACE IN THE SEA OF DATA AND LAND OF FILTERS

JOEL EKELÖF

Algorithms
Anthropocene
Big Data
Dataism
Digital citizenship
Dystopia
Filter bubble
Free speech
Mass surveillance
Meme
Networked culture
Private space
Public space
Personal space
Smart systems
Street View
Technocracy

SEA OF DATA AND LAND OF FILTERS



Filter city, Joel Ekelöf

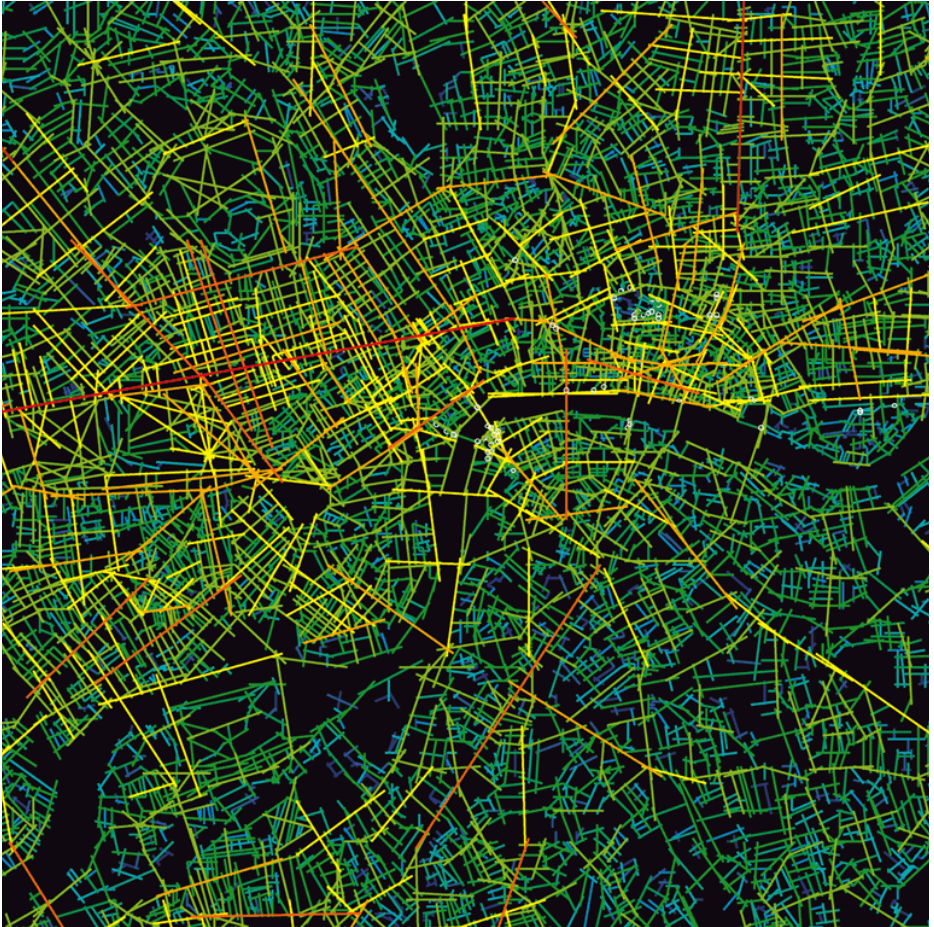
SEA OF DATA AND LAND OF FILTERS

[Re]claiming space in the sea of data and land of filters

We live our life and walking our way, following our habits, hobbies, values and dreams that we seldom question and see as a part of who we are. Over time we change our environment to fit those different ideas, but it's also the other way around, that our values are changed after our surroundings, a feedback loop of constant change. This feedback loop is as old as evolution, we carries biological heritage as genes, and our cultural heritage as memes. Our idea of who we are, grew from things we didn't chose, develop through our own discoveries and constantly changing after our surroundings. Over time we and our surrounding adapt and change and after a decade you may have more in common with a stranger than your current self.

In the age of information we have the tools for tracking more and more of this changes over time and store it as user-data, your shopping habits, your sleep and even heartbeats. A fingerprint or a trace of cookies of who you once were. Owned by companies and governments, your data is compared with others, and a cluster emerges of common behaviour profiles. In this cluster your individual average is pinpointed and used to custom change user's experience and targeted advertising. Your past data becomes your new environment, and and the feedback loop continue, accelerating faster than ever and soon enough you find yourself in a steady filter bubble. A nostalgic place to be, with your past values and habits changing after new potential profiles. With the land of unknown, just outside of your field of sight.

USERS DATA AND THE CITY



London map but every road is calculated with Space Syntax

https://www.youtube.com/watch?time_continue=23&v=XSym7We43_w

<http://www.spacesyntax.com>

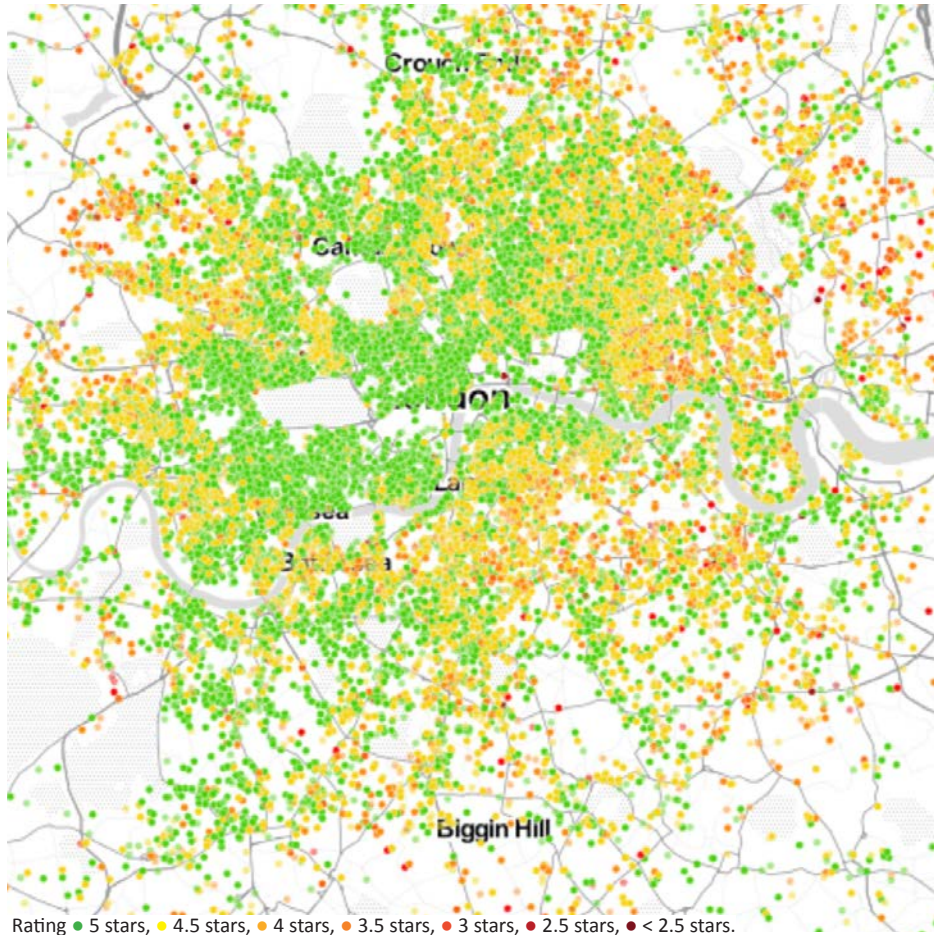
USERS DATA AND THE CITY



London map but with every runner users path

<https://labs.strava.com/heatmap/#10.51/-0.08818/51.48977/hot/run>

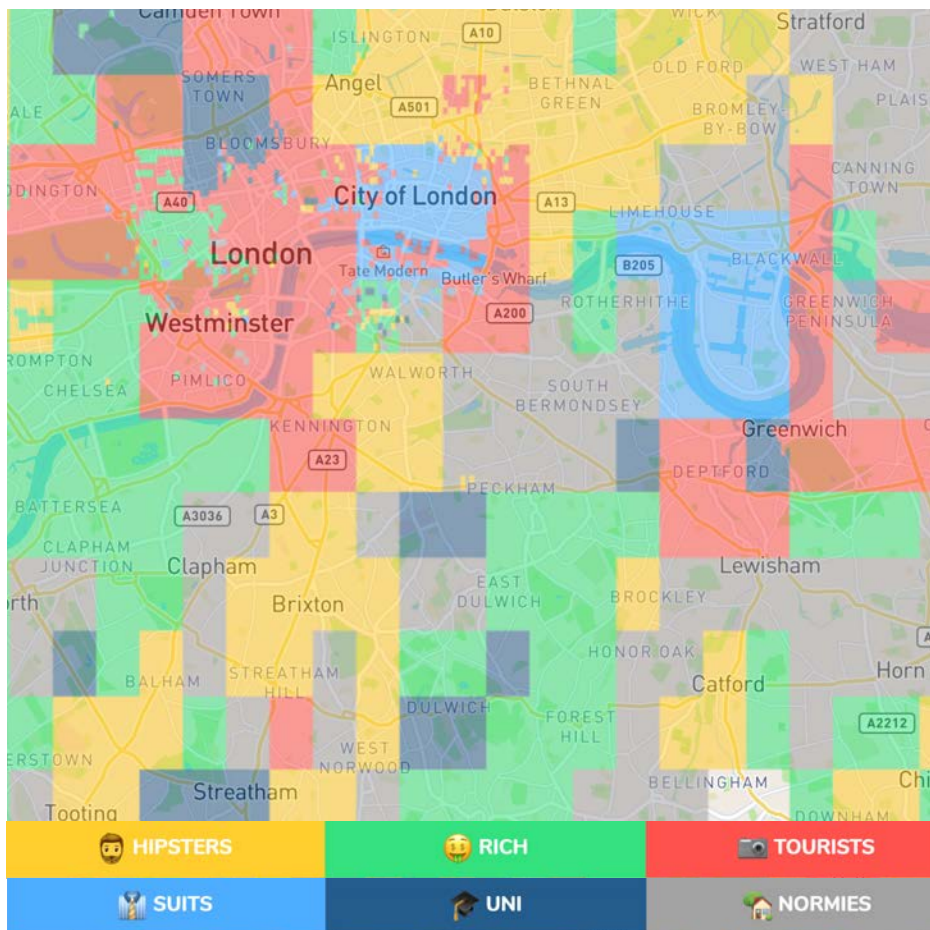
USERS DATA AND THE CITY



London map but with every AirBnB rating

<http://barregi.com/airbnbmaps>

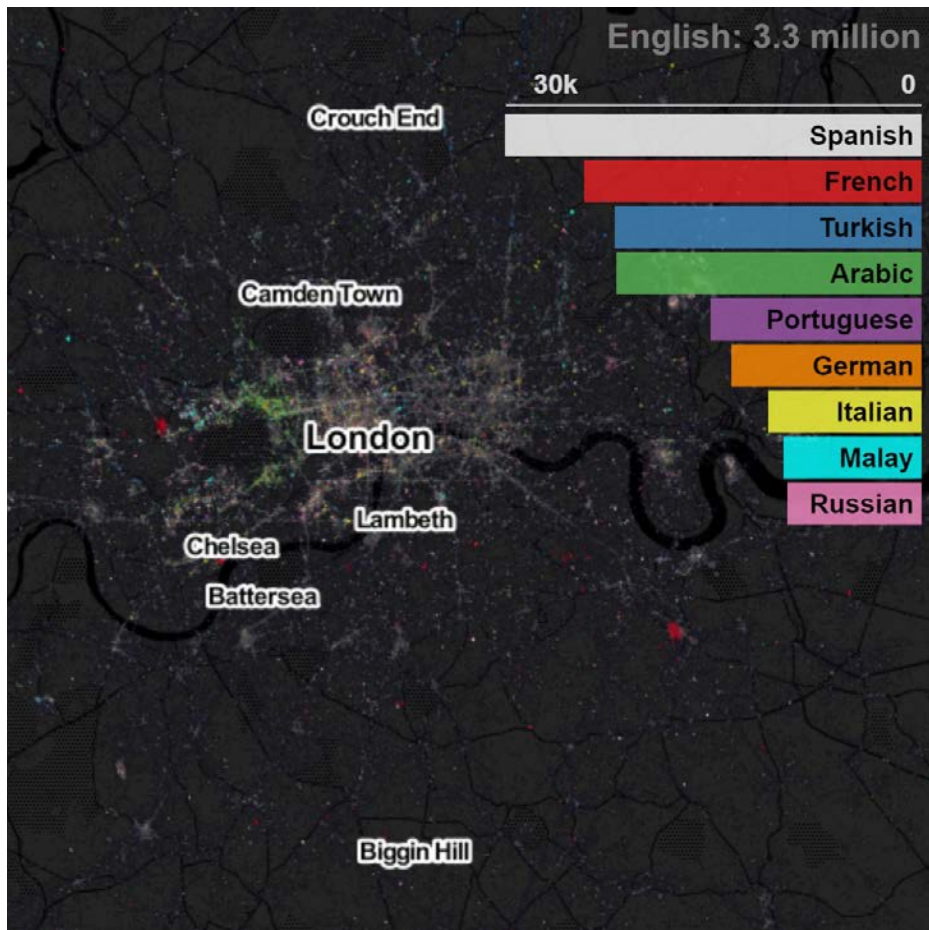
USERS DATA AND THE CITY



London map but with random people categorizing it

<https://hoodmaps.com/london>

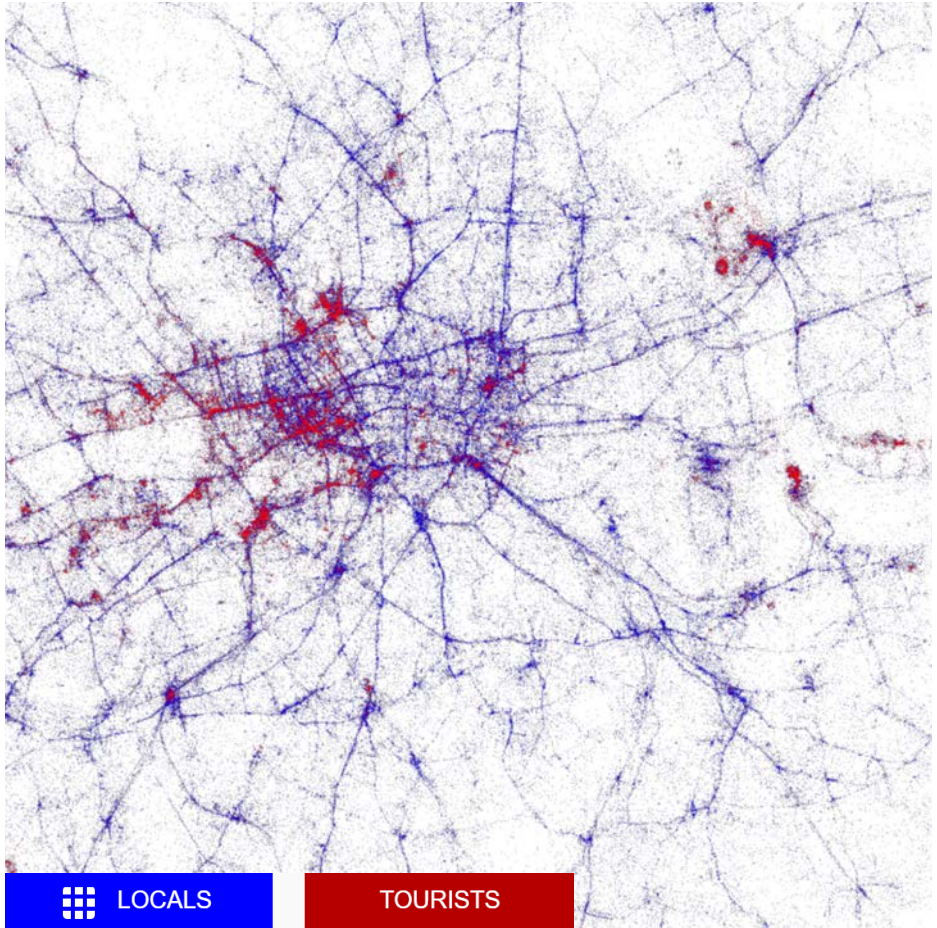
USERS DATA AND THE CITY



London map but with the languages of tweets

<http://twitter.mappinglondon.co.uk/>

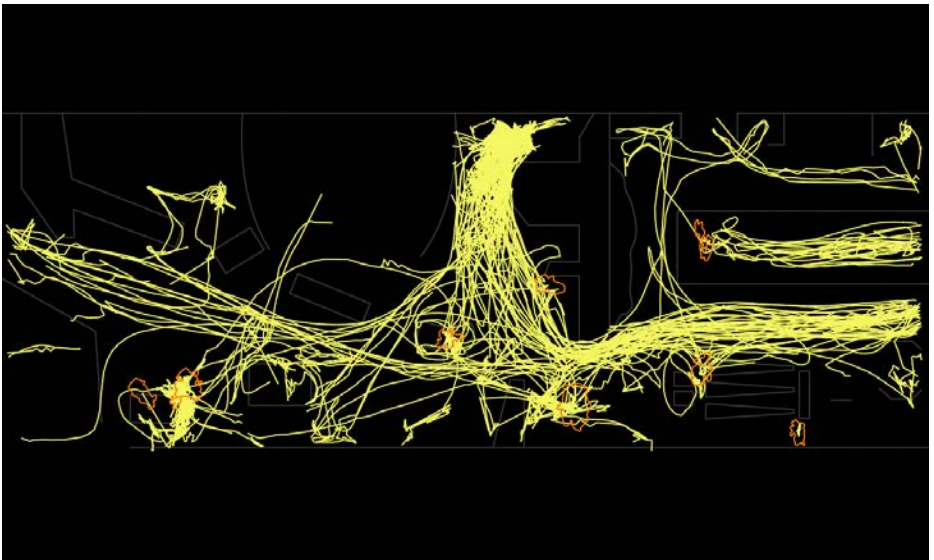
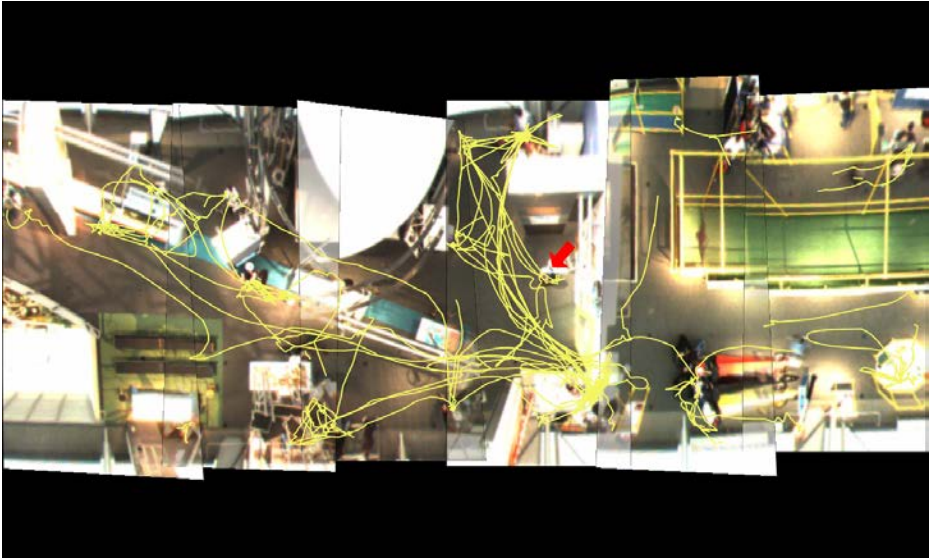
USERS DATA AND THE CITY



London map but with locals and tourists tweets

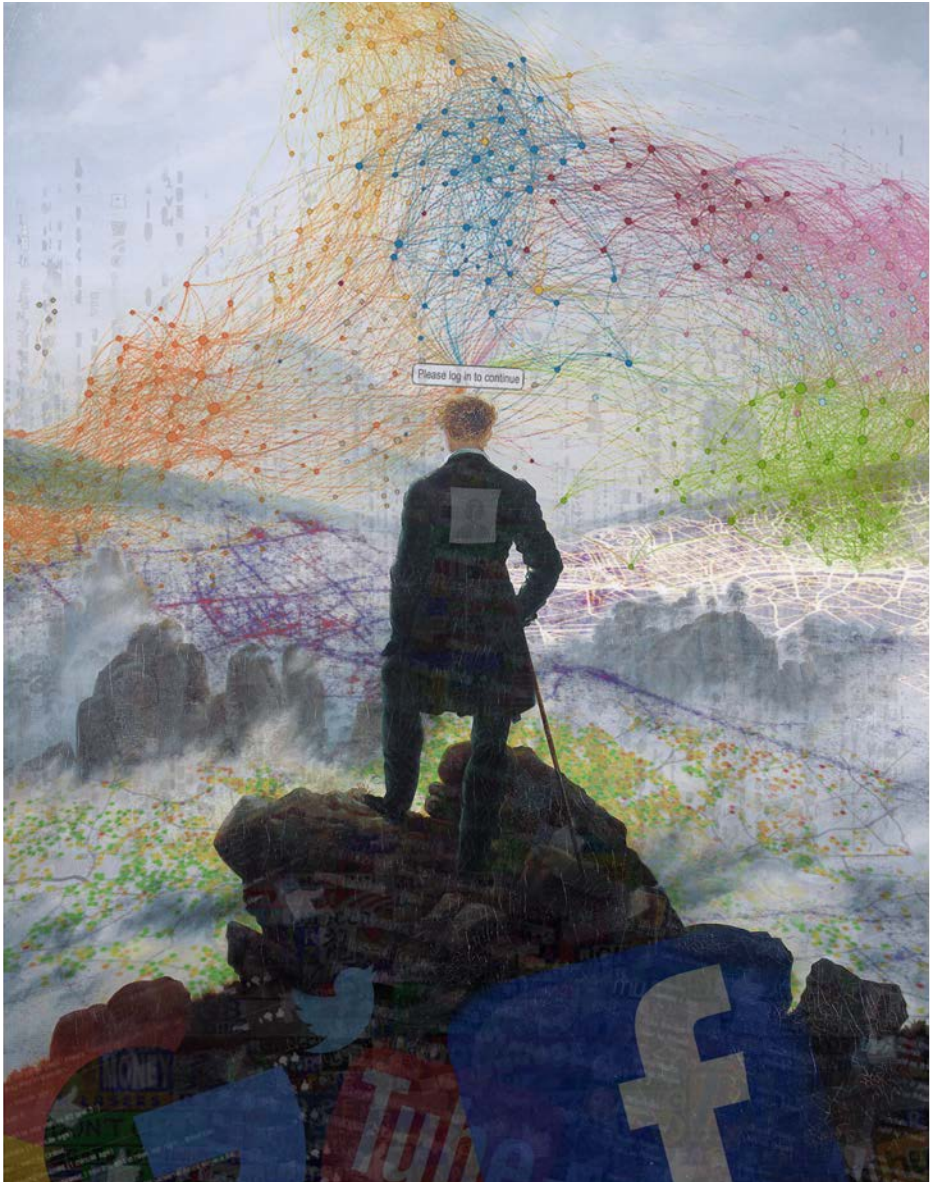
<https://www.mapbox.com/labs/twitter-gnip/locals/#12/51.5212/-0.0570>

THE USER WITH A TRACE OF COOKIES



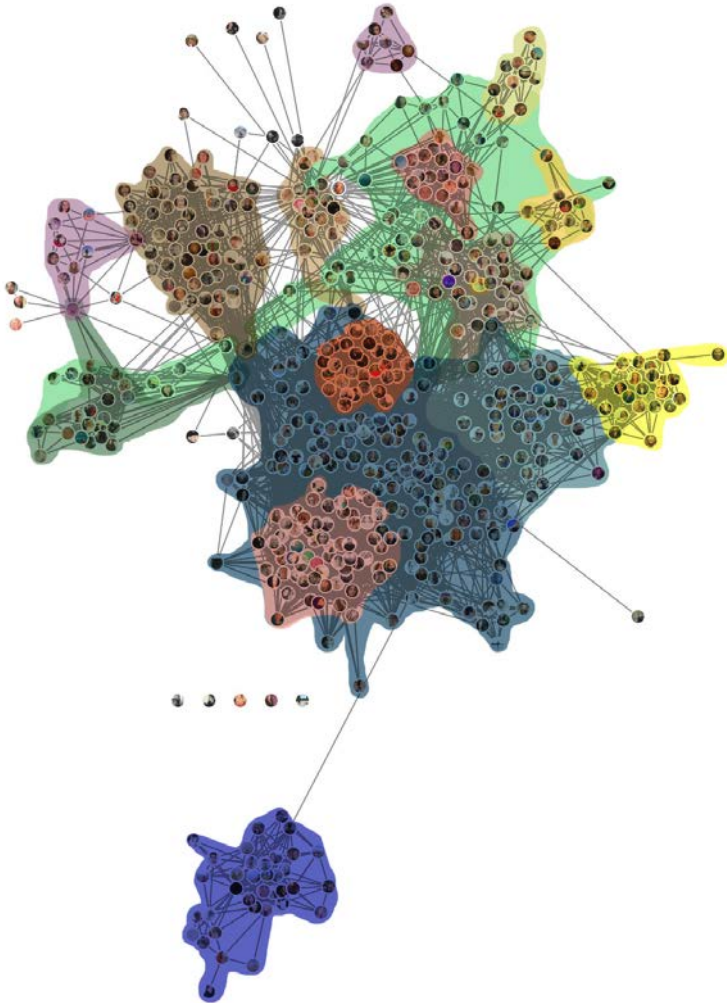
"You are here" (2004), Scott Snibbe.

THE USER WITH A TRACE OF COOKIES



Please, connect your user account, Joel Ekelöf

FEEDBACK LOOP



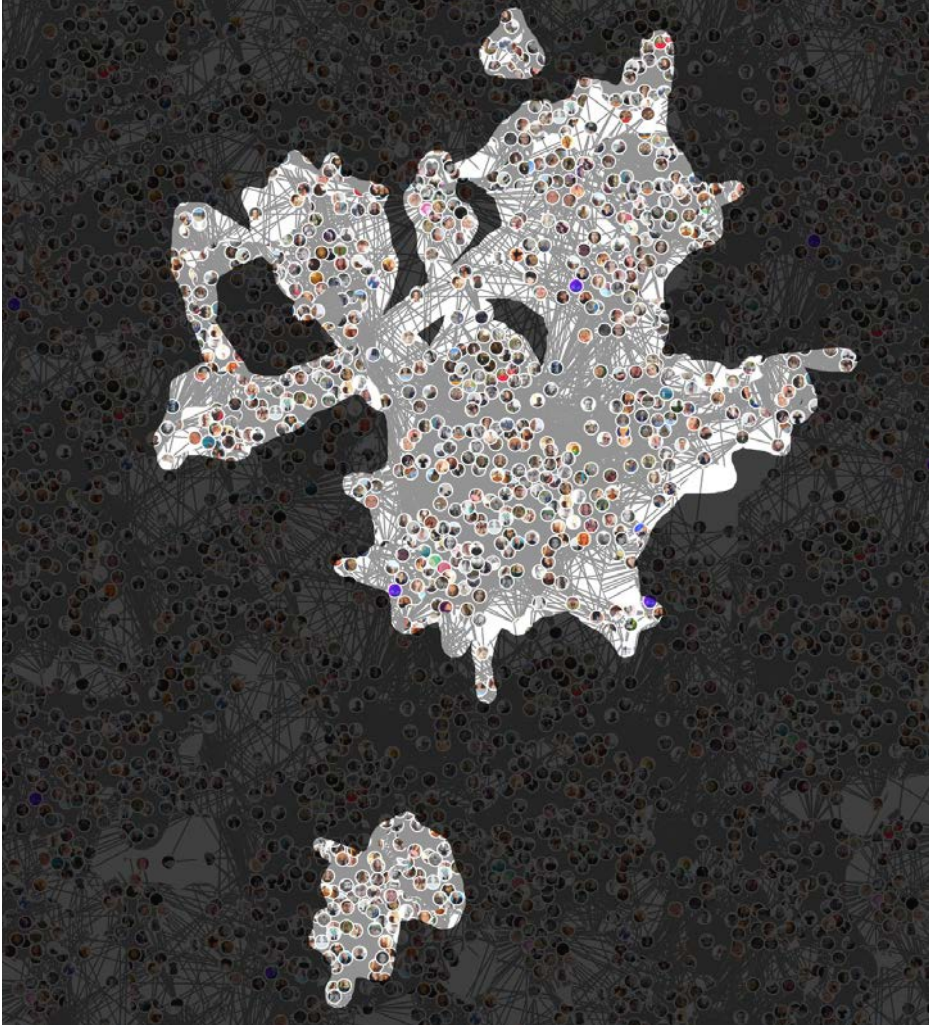
Facebook - My Friend Network
<https://lostcircles.com>

FEEDBACK LOOP



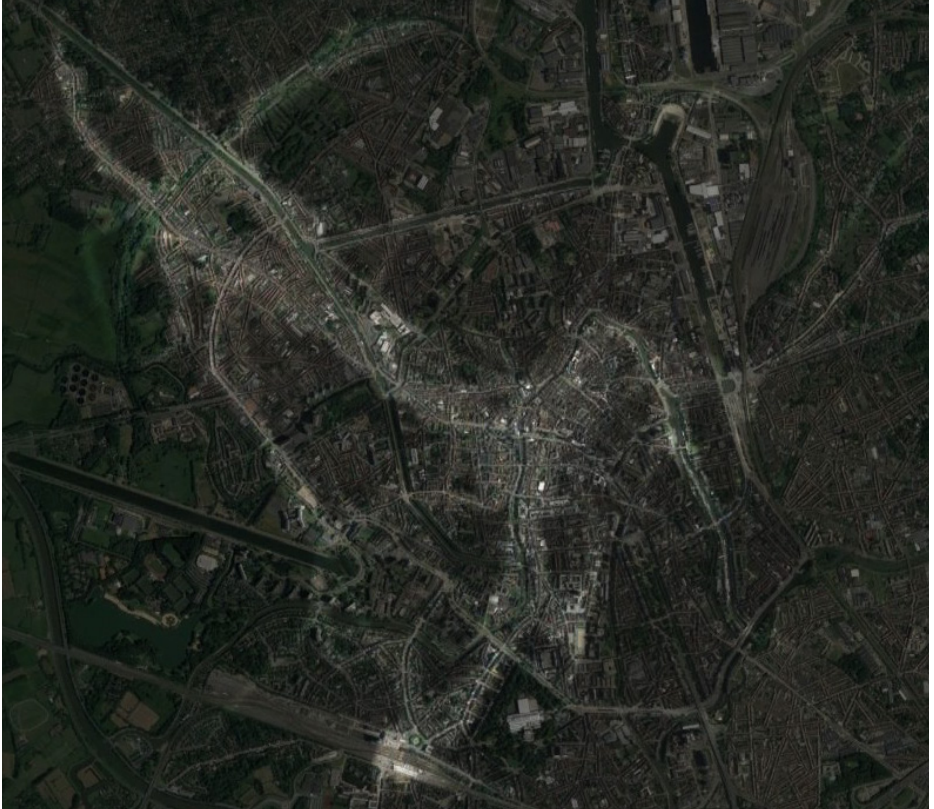
Google map - My Movement in Gent 7/9 - 7/11
<https://takeout.google.com/settings/takeout>

FEEDBACK LOOP



My social bubble

FEEDBACK LOOP



My physical bubble

EXPLORING THE UNKNOWN



World map, 1748

EXPLORING THE UNKNOWN

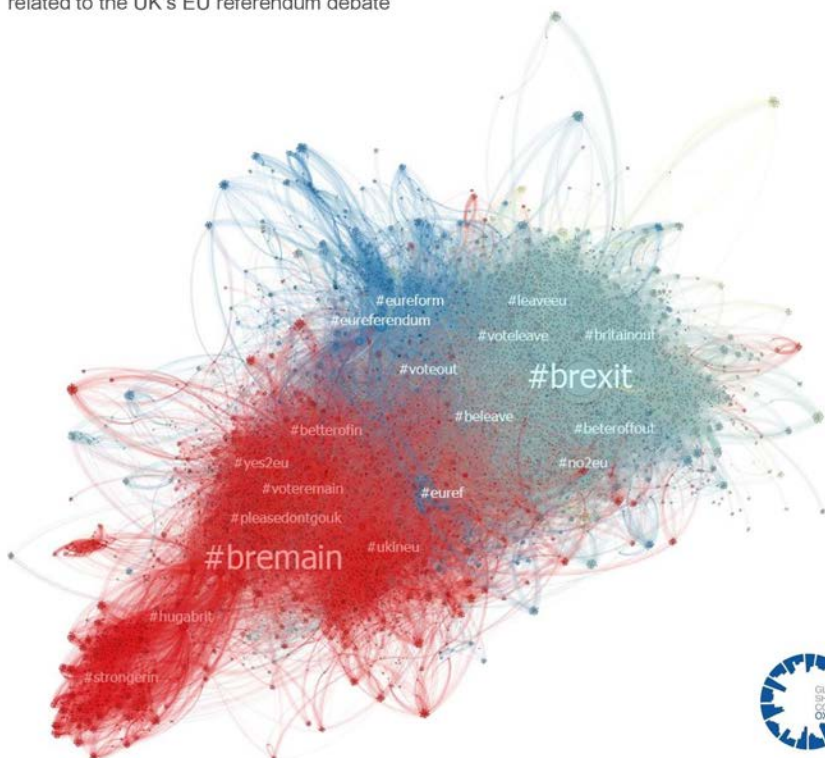


Here be Dragons
Carta Marina by Olaus Magnus, 1539

The EU referendum debate in the UK

Mapping polarization on social media

Semantic network analysis of 13,310 co-occurring hashtags on Instagram related to the UK's EU referendum debate



Source: Data visualisation and analysis provided by Vyacheslav Polonski, a Global Shaper from the Oxford Hub

MEETING OTHERS



Here be dragons
Joel Ekelöf

CONCLUSION

Different point of view and different strategies trying to answer the same questions:

what kind of spaces needs to be reclaimed?

1. Commercialised space
2. Heterotopia
3. The space in our mind : memory and experience
4. Your digital space and trace of cookies

why the need to reclaim?

1. Public space = commercially claimed
NEED for a free public space!
2. because of the economization of neoliberalism
3. Because nowadays we lived in an abused-digital- photos society, the real experience is gone.
4. By being a modern citizen you are also a digital user, and by participating you also contribute to a mass surveillance system. When data, that can be manipulated, lost or invented, is used as proof, states or companies can use it for their own interests and protection creating a paranoid and hostile society.

how to reclaim space?

1. By hacking the infrastructure for commercial purposes.
2. With parasites, little heterotopia's taking over the economized spaces.
3. By experiencing the world for real, in a Mobile Architecture.
4. Safeguarding cyber participation and freedom of expression to preserve the right to the city and our public spaces.

By hacking infrastructures for commercial purposes and attacking the economized buildings with parasites, we give a /body/ to the third space. If we attack and hack everything, does the third space still exist? How to experience the world for real? Is mobile architecture the only solution? Are there more ways to reclaim space? By being a modern citizen you are also a digital user and you leave a trace of data behind everything you do. The world changes after this data, thus you need to be aware of of how it's used, because you interest may not be a part of this change.

