

FIELDGUIDE TO
A SPECULATIVE FUTURE
WITHOUT WORK

MARINE BOEY

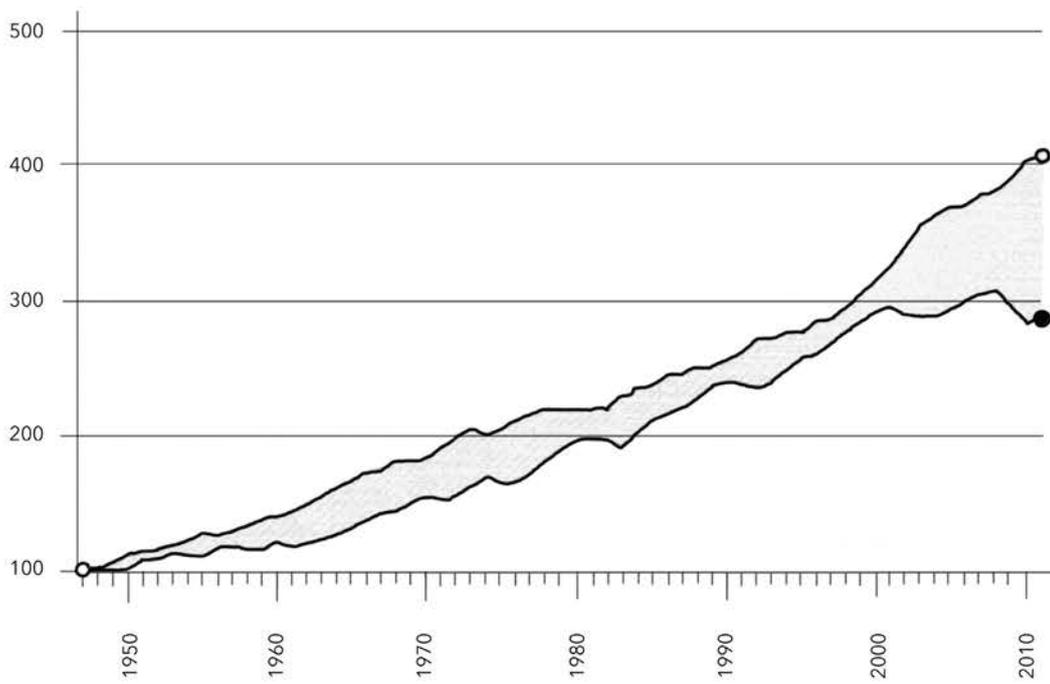
JANUARY 2017

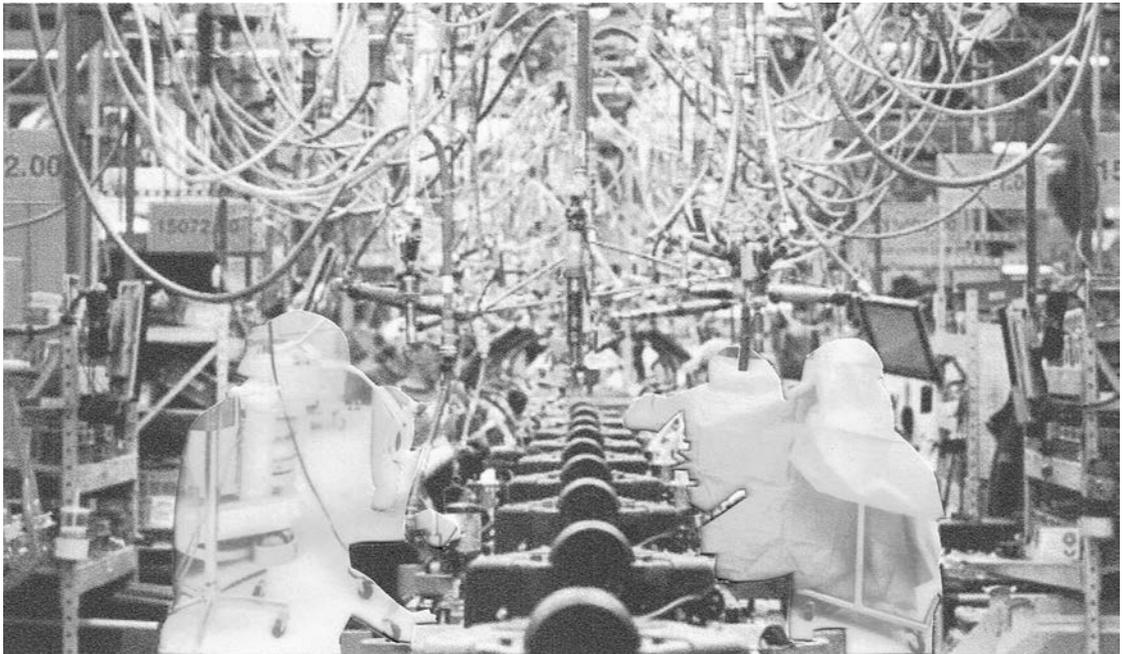
PRODUCTIVITEIT & WERKGELEGENHEID

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○ PRODUCTIVITEIT

● WERKGELEGENHEID

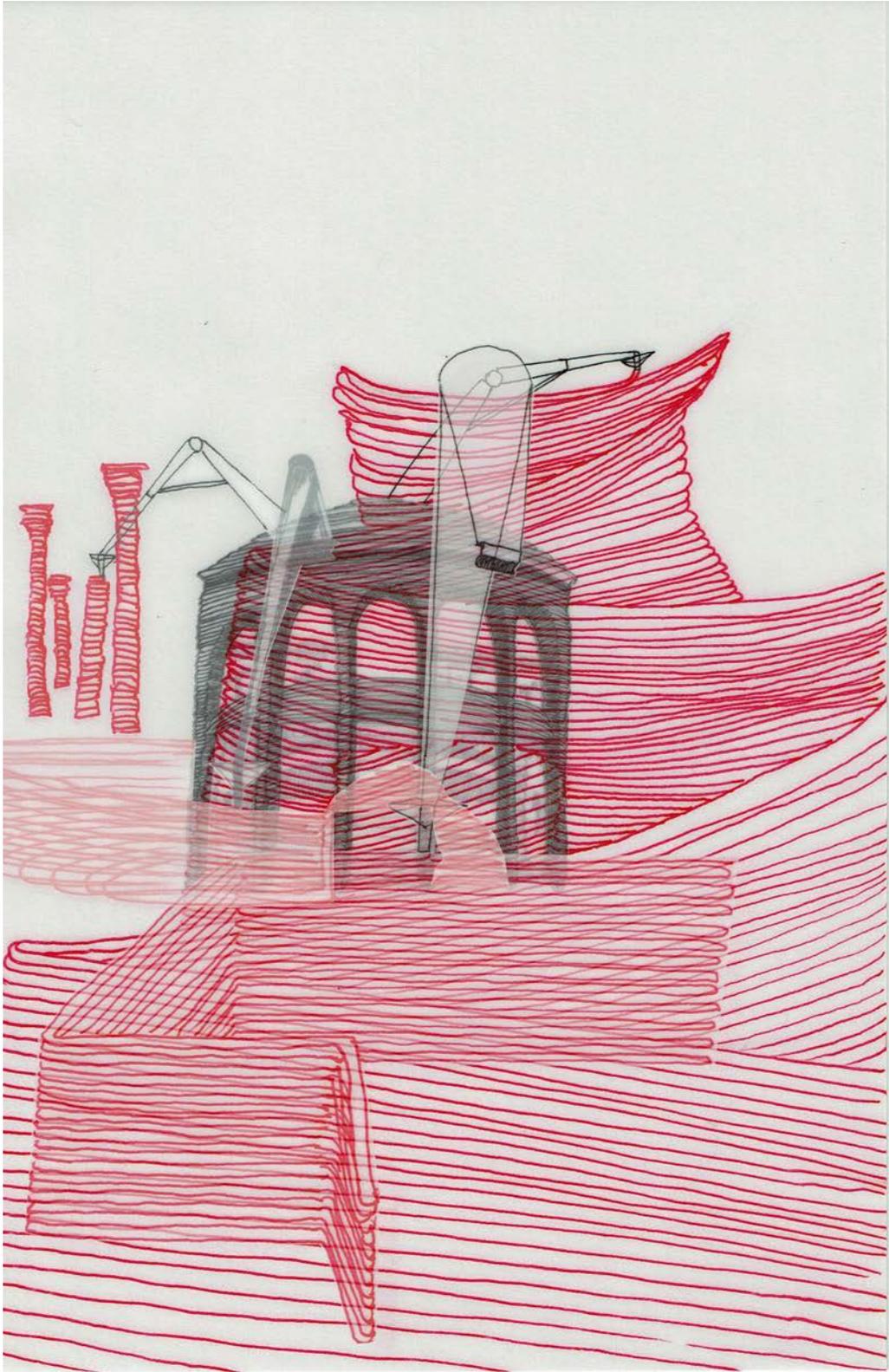




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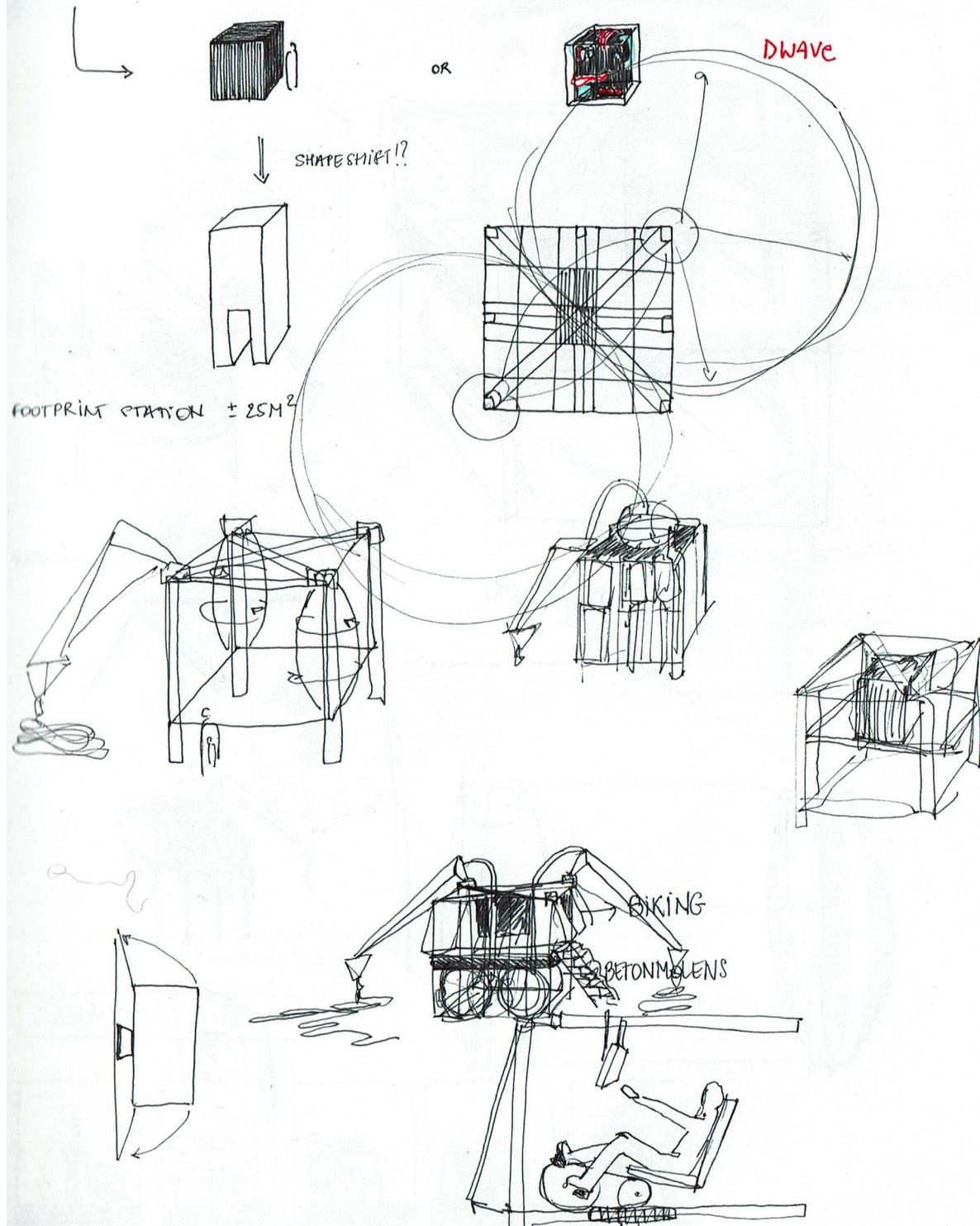
Around the year 2000 we have come at a point where production and employment no longer follow the same curve. We, human workers, are losing the race against the machine, that's why in our everyday lives we often unfairly fear technologies instead of the system by which it is used. Until today the majority of the population works to live and it is often our job that keeps us occupied, day after day, and offers an income to be able to buy ourselves an identity, to feed the spectacle we live in. So what happens, once you take away work?

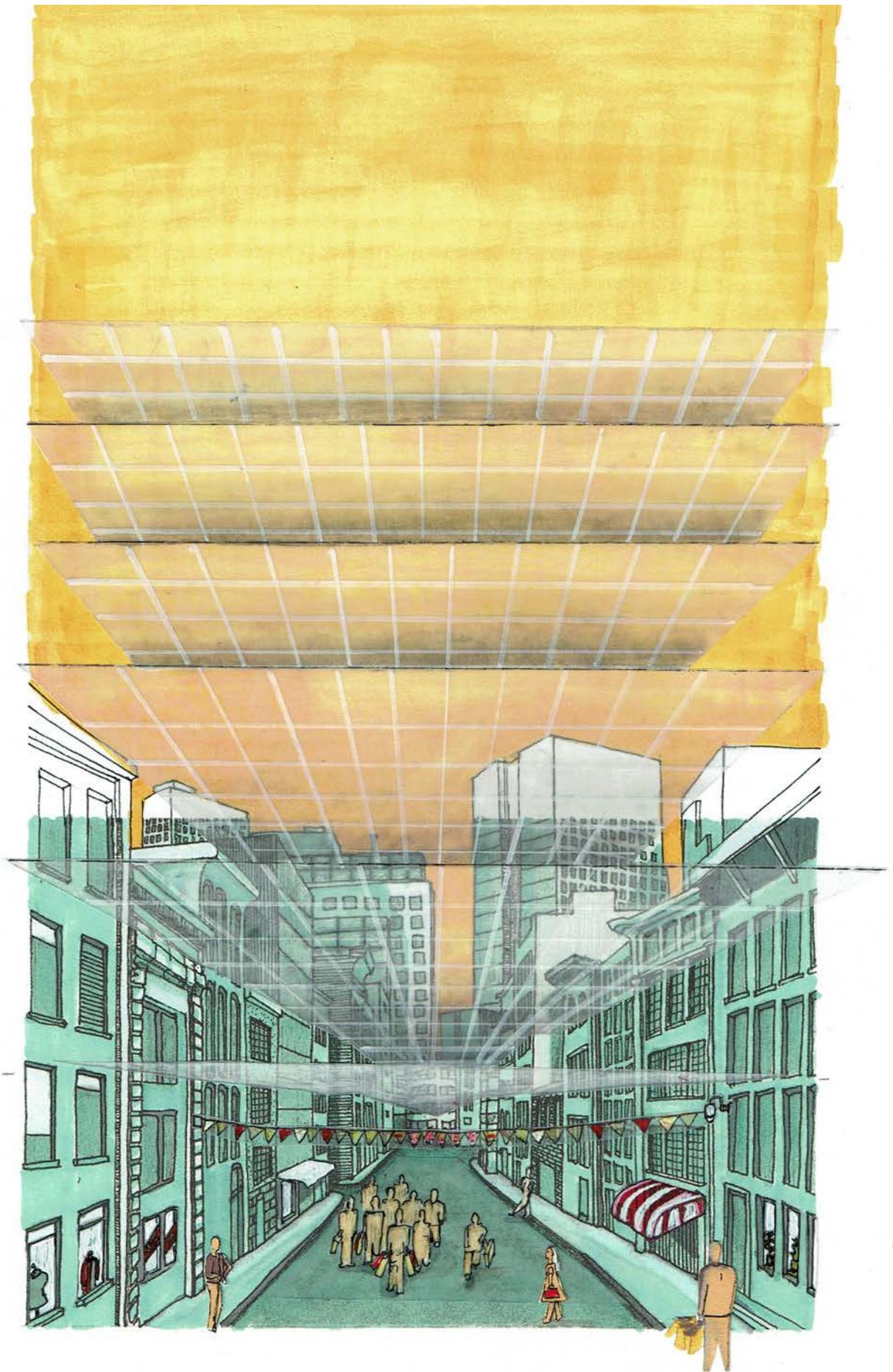
In a speculative future of a world without work, how does our understanding of architecture change once we see it as a platform for human development, rather than an investment for the wealthy?



PROTOTYPE I

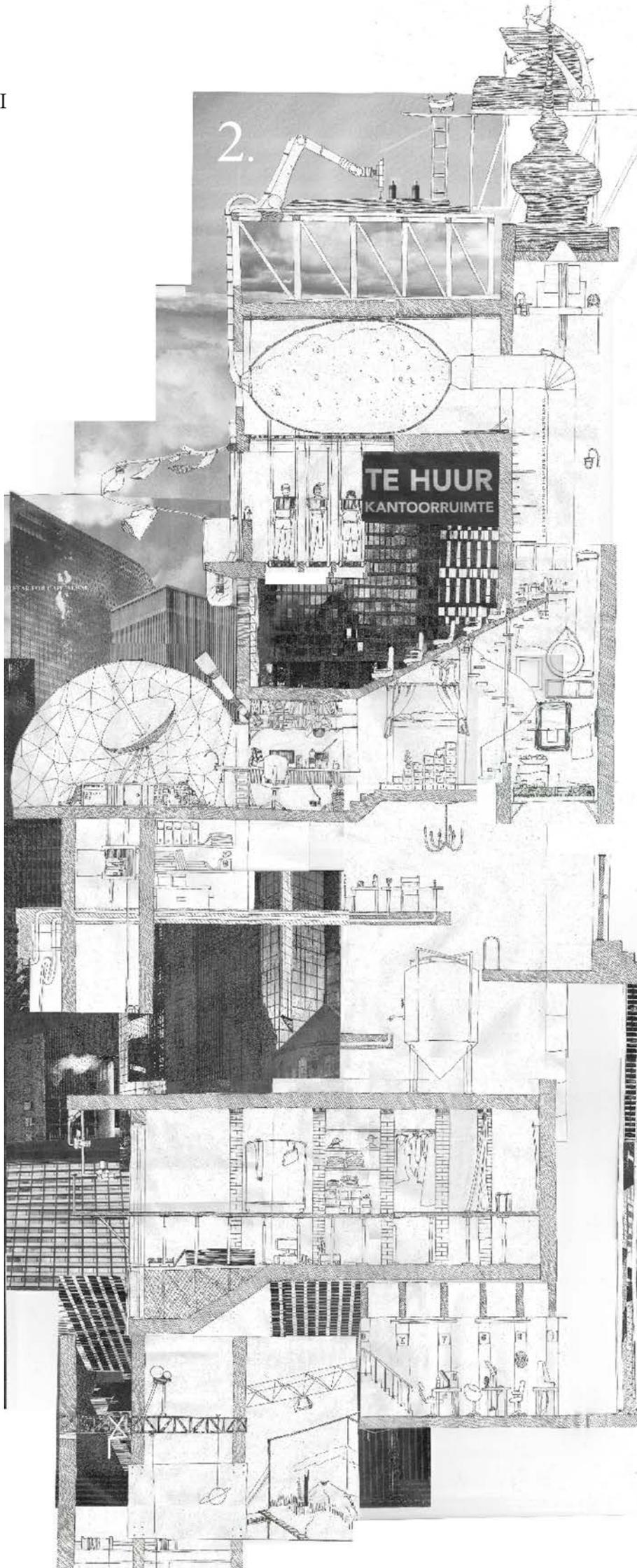
MINIMUM-COMPUTER = THE BLACK BOX = CORE OF THE STATION





PROTOTYPE II

PROTOTYPE III



~~W O R K~~

LABO(U)R

