
The AsYouWish Game

SAVIA PALATE

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The city looks like a table game where multiple interests come into conflict. The term of public or private does not exist. Every entity from the individual to the corporation, has their own self-edge. Consequently, each space has a specific publicness level according to the self-edges claiming it. The role of a public authority is crucial and needs immediate re-thinking for the common good of the society. Simultaneously, the architect's role has to expand the limits of design by finding new ways and mechanisms to arm spaces to allow things to happen.

The main purpose of the project is to recombine the relationships existing in intermediate spaces at Ayios Andreas area in the center of Nicosia. The project proposes several 'space-invader' interventions that operate the same way minorities and small group occupy and appropriate spaces. These interventions are applied on the edge, which is either a façade on abandoned industries or office buildings, a fence in between schools, or a wall in between housing. Their aim is to transform the boundary into a border, making the division line wider into an intermediate zone where possibilities can emerge. Each intervention gives a motive to the actors involved in order to make them accept the challenge of sharing. It is of their interest whether they will occupy the intervention or not. If none of the neighboring actors is willing to take a chance, then the intervention can still operate as a third element in space inviting other groups around the city.

ENCLAVES

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