

research program / in progress

2009

- sept. 4th IABR
Gecekondu Research
Istanbul versus the Netherlands
- okt. Constructing the framework
Local research in Istanbul; interviewing relevant parties, photographic survey and data gathering. Investigating possible physical platforms and deciding on the best location of the 'game-squat'
- nov. Research on serious [planning] games: on 3D models, card games, audio-video games and role playing games on stage

2010

- dec. Public launch of the idea in Istanbul
Workshop / day-seminar at Bilgi University with students from Istanbul and the Netherlands [not yet confirmed]
- feb. till Developing the Game / Inviting the players
The game will be a platform bringing together conflicting parties and helping them to interact, negotiate, communicate.
A setting were people have to act.

- july & Realtime try-out of the game with international and Istanbul players.
aug. These people will be the guests of the PLAY HOTEL.
A unique transformed hotel to play, discuss, change and communicate the rules and a vision for Istanbul.

- okt. Digitalising the game
Transferring the realtime try-out into an online version

2011

- feb. Going Dutch
Test the game in the Netherlands real-time and online

2012

- june Reflections on rules, urbanism, planning and social structures in Turkey and the Netherlands. Presenting the interactive design game and it's results during the celebrations of 400 years of relationships

INHABITANTS

DEVELOPERS

MUNICIPALITY

GAME DESIGNERS

SOFTWARE DEVELOPERS

ARCHITECTS

URBAN PLANNERS

OTHERS.... YOU?!

JOURNALISTS

PLAY ISTANBUL a city game to change the rules of the game

INTERACTIVE DESIGN GAME

Mehmet II conquered Istanbul in 1453. But, 500 years had to pass for the real conquest of the city. Indeed the massive colonization happened in the last 50 years; Istanbul grew from less than a million to 13 million-people-city today. During immense growth, there was neither a visionary such as Le Corbusier proposing grand social housing projects like Plan Voisin, nor were there any new towns planned to control the city. Alternatively, an ancient rule from Ottoman times, seizing a piece of the Sultan's land as long as you can give it a function, guided Anatolian migrants over the last 50 years as they built most of the city's neighborhoods. Migrant workers did not wait for land titles to consolidate their neighborhoods and improve their gecekondu. Not only ownership traditions but also politics caused Istanbul to become the heaven of selforganization. Communities with at least 2,000 residents could organize a quasi-independent municipality. They could then negotiate with the metropolitan government to expand infrastructure and city services. Amnesty rules legalizing existing squatter areas from the 50's until the 90's caused gecekondu not only to grow but also renew and redensify the city. What started as an incremental, informal and non-professional shelter building grew into 4-floor concrete column beam structures realized by small-scale developers in time.

Istanbul today

Since the 1999 earthquake, the rules that shape the city changed. The migration slowed down and 'gecekondu' ended. International investors consider Istanbul as one of the rising global spots, even during the financial crisis they keep on investing in the city. National mass housing organization, TOKI, is building enormous numbers of houses per year. The municipality tries to profile Istanbul as the new London or New York at the expense of destroying invaluable cultural entities. IMP produces projects to rebuild the two-third of the city center. Neighborhood organizations use the 'thick' language of resistance and confrontation, but seem to lack to unite and to draw a progressive vision for their environments. It is not extraordinary that each player influencing city's development has its own agenda on the city, however what is lacking is a general common future vision through which all these players can communicate.

PLAY Istanbul

The interactive design game PLAY aims at evolving city vision[s] through interactive city games. While there are hot discussions on the rapid transformation of the metropolis, influential parties seem to be far away from envisioning a common future for the city. We think, while all these parties play their own games, they need to communicate not only for the sake of consensus, but also for real confrontation and necessary conflicts. Most importantly, they all need a collective vision for 'everyone of us in the boat' to re-formulate their own individual agendas. They have to play and act together.

For this purpose, PLAY HOTEL, in the summer of 2010 will act as a real time platform were all the parties involved in the making of Istanbul will PLAY in a city game. During different 'city game' workshops new rules will be made, tested and changed by different parties. PLAY will act as the communication tool needed in Istanbul for the different players to create a common vision how to deal with growth, migration, transformation, sustainability and social structures.

What might happen if indeed Istanbul would follow a more open and self-organized course during her transformation phase till 2020? Let's design and test new rules that will re-activate Istanbul residents' energy into her current transformation. Istanbul's residents! local governments! developers! architects! planners and artists! All of you are invited!

LET'S PLAY you're invited : info@play-istanbul.org

Interested partners and organisations so far

Istanbul Cultural Capital 2010 / ARCAM / TU Delft / Fonds BKVB / Dutch Consulate Istanbul / Bilgi University / City of Rotterdam / Flickr.com / FabLab / Mediamatic /

PLAY is a project by
Ekin Tan [The Responsive City - Rotterdam / Istanbul]
www.theresponsivecity.org
Hans Vermeulen [DUS architects - Amsterdam]
www.dusarchitects.com

phase 00

phase 01

phase 02

phase 03



- reservations -

PLAY SUMMERHOTEL

price per person / per night: € 0,-

Available from July 1st - August 1st - SUMMER of 2010

A living and working platform for the players of Istanbul and international people in the artistic and creative field will be temporarily installed in an empty building in Istanbul. For the period of one month an interdisciplinary work camp / game squat will be set up. The lobby of the hotel will act as playground where the interactive design game will take place.

Participants are asked to play, discuss, work, create, exhibit and live. Together they create an interdisciplinary DO - tank, where living and working are closer connected than normally. The rough conditions found, provide the common ground for an intense discourse as well as the development and realisation of both individual and mutual ideas and rules.

For additional information and questions on availability and reservations, please send an email to:

reservations@play-istanbul.org

Possible empty buildings we will re-program into the PLAY hotel
** definitive building yet to be confirmed