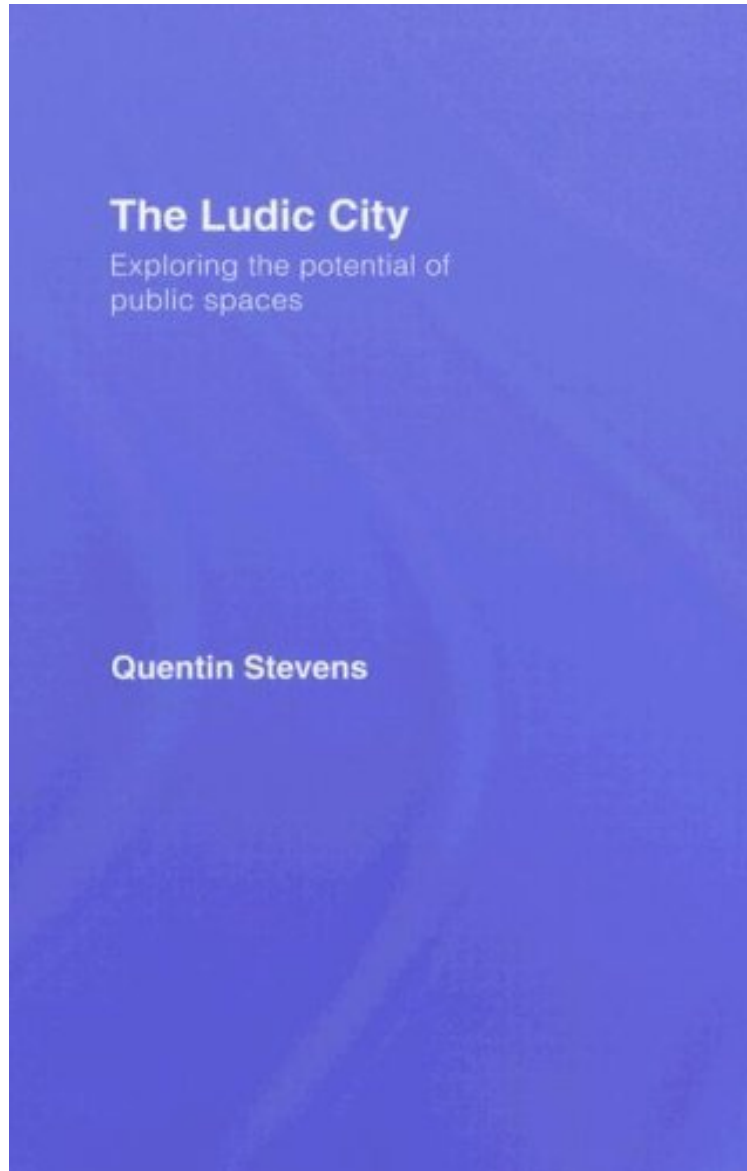


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The Ludic City: Exploring the Potential of Public Spaces

Quentin Stevens

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Quentin Stevens : The Ludic City: Exploring the Potential of Public Spaces before purchasing it in order to gage whether or not it would be worth my time, and all praised The Ludic City: Exploring the Potential of Public Spaces:

2 of 2 people found the following review helpful. important counterpoint to mainstream urban theoryBy Chris UWith greater numbers of people moving to urban areas it is essential that these spaces are designed to accommodate people (both in terms of pragmatic concerns, but also in terms of sentimental, emotional or other not strictly rational concerns).It is undoubtedly quite difficult to write seriously about the subject of play, to write rationally about

something irrational. Due to the nature of the subject, and the thesis of the book running so counter to the dominant, "pragmatic" urban design theories, much of this book may seem to describe events and activities in counter intuitive ways - - leading some to dismiss the arguments without much thought. The book is a bold and visionary attempt at addressing one of the most fundamental aspects of human experience (play), incorporating that into the fastest growing mode of living (cities). 1 of 9 people found the following review helpful. The Ludicrous City By Customer This book is pretentious nonsense. It is written from a left post-modernist position and as such has nothing of any validity to say. The author seems to think that he alone understands the potential of public space, which is arrogant beyond belief. A great many other authors have written on this subject, most of them to much greater effect than this. If you are keen on neo-Marxist social theory or convoluted writing littered with trendy theory, then maybe you should read this. I feel sorry for the poor students who will be forced to do so.

This international and illustrated work challenges current writings focussing on the problems of urban public space to present a more nuanced and dialectical conception of urban life. Detailed and extensive international urban case studies show how urban open spaces are used for play, which is defined and discussed using Caillois' four-part definition - competition, chance, simulation and vertigo. Stevens explores and analyzes these case studies according to locations where play has been observed: paths, intersections, thresholds, boundaries and props. Applicable to a wide-range of countries and city forms, The Ludic City is a fascinating and stimulating read for all who are involved or interested in the design of urban spaces.