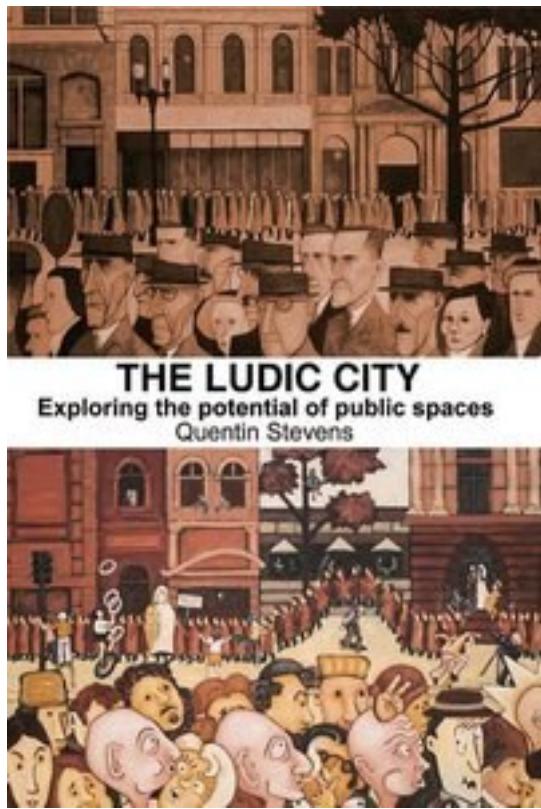


The Ludic City



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著者:Quentin Stevens

出版者:Routledge

出版时间:2007-5-27

装帧:Paperback

isbn:9780415401807

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 analyses 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.

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