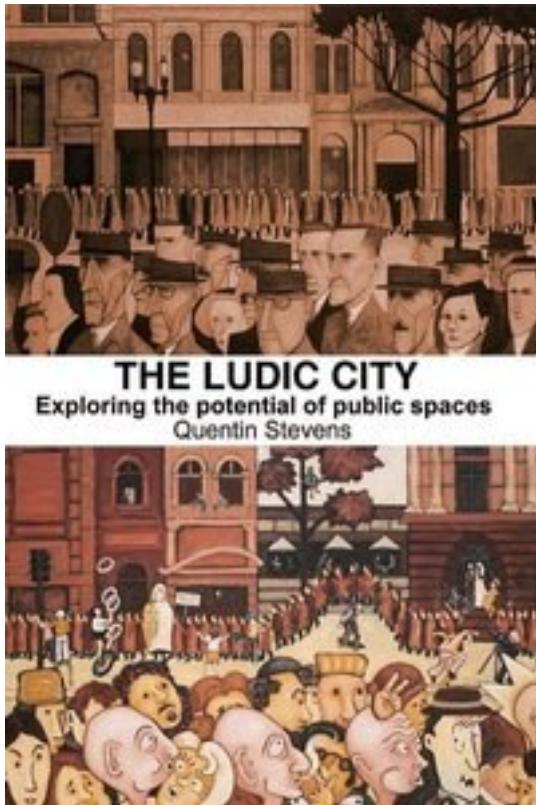


# The Ludic City



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著者:Stevens, Quentin

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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.

作者介绍:

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标签

公共空间

非小说

Architecture

评论

感觉被这个书名和美丽的封面坑了，上来就是列斐伏尔本雅明情境主义，后面却很扬盖尔地描述了各种被定义为play的行为。说到底，本书还是没有很好解释play到底是什么，虽然前面说'play stands principally in contradiction to people's assumptions about the everyday functionality of the urban built environment',但是后面对应的案例并没那么令人信服，比如说个人并不理解为什么广场上有人跳舞卖艺就算是everyday之外的活动，结论一句话urban design should be loose。当然考虑到本书在金融危机前有这样的远见还是很厉害，只是后面类似的太多也更成体系一些

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很不错的研究

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书评

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