Architecture Thesis Prep   School of Architecture Dissertations and
Theses

Unreal Urbanisms

Temitope Olujobi

UNREAL URBANISMS

CAN GAMES BE USED TO CROWD SOURCE
IDEAS FOR PLANNING THE URBAN ENVIRONMENT?

TEMITOPE OLUJOBI
PROFESSOR AMBER BARTOSH

EVORIUM: A NEW MANHATTAN
BY RASTAMMOLE

MIDTOWN IN MANHATTAN
NEW YORK, NEW YORK

CONTENTION

USER GENERATED URBANISM IN THE VIRTUAL ENVIRONMENT IS THE DIGITAL MANIFESTATION OF USER'S TRANSNATIONAL IMAGE OF THE CITY. IT IS AN IMAGE CONCEIVED THROUGH SMALL SCALE AND **SHORT TERM INTERVENTIONS THAT PROMPT EXPERIMENTATION AND ITERATION.** ITS DEVELOPMENT IS IMPLEMENTED SOLELY THROUGH **ACTIVE VOLUNTARY PARTICIPATION AND CROWD SOURCING.**

ADVERSELY, PLANNING EXPERIMENTATION IN THE BUILT ENVIRONMENT IS **A CLIMATE THAT CONCEIVES SLOW, COSTLY AND UNIMAGINATIVE PROGRESS.**

THIS THESIS CONTENDS THAT CITIES IN THE BUILT ENVIRONMENT CAN UTILIZE THE USER GENERATED IMAGE OF CITY CREATED IN VIRTUAL ENVIRONMENTS TO REINVENT AND REIMAGINE THE DESIGN OF THE URBAN ENVIRONMENT

LIBERLAND!
GLOBAL DESIGN COMPETITION FOR THE 21ST
CENTURY MICRONATION

(DESIGNLIBERLAND.SPLASHTHAT.COM/)

BRIEF

THE EUROPEAN MICRONATION IS SEEKING IDEAS THROUGH A
GLOBAL DESIGN COMPETITION ON HOW TO MASTERPLAN ITS
SEVEN-SQUARE-KILOMETER TERRITORY.

AGENDA

UTILIZE THE **VIRTUAL ENVIRONMENT I** TO CHALLENGE THE
CONTEMPORARY URBAN AND ARCHITECTURAL DESIGN STATUS
QUO BY **RESPONDING TO LIBERLAND'S FUNDAMENTAL VALUES**
AND BY SPECULATING ON THE GENERAL **DESIGN POTENTIAL
FOR THIS NEW MICRONATION.**

MICRONATION:

AN ENTITY THAT CLAIMS TO BE **AN INDEPENDENT NATION OR STATE** BUT IS **NOT OFFICIALLY RECOGNIZED BY WORLD GOVERNMENTS** OR MAJOR INTERNATIONAL ORGANIZATIONS.

MICRONATIONS ARE DISTINGUISHED FROM IMAGINARY COUNTRIES AND FROM OTHER KINDS OF SOCIAL GROUPS (SUCH AS ECO-VILLAGES, CAMPUSES, TRIBES, CLANS, SECTS, AND RESIDENTIAL COMMUNITY ASSOCIATIONS) BY **EXPRESSING A FORMAL AND PERSISTENT, EVEN IF UNRECOGNIZED, CLAIM OF SOVEREIGNTY OVER SOME (USUALLY UNCLAIMED) PHYSICAL TERRITORY.**

MICRONATIONS ARE NOT MICROSTATES WHICH ARE SOVEREIGN STATES THAT HAVE BEEN ABLE TO UNILATERALLY DEPUTE CERTAIN ATTRIBUTES OF SOVEREIGNTY TO LARGER POWERS IN EXCHANGE FOR BENIGN PROTECTION OF THEIR POLITICAL AND ECONOMIC VIABILITY AGAINST THEIR GEOGRAPHIC OR DEMOGRAPHIC CONSTRAINTS
I.E. VATICAN CITY, MONACO AND SINGAPORE

MICRONATIONS ARE NOT AUTONOMOUS TERRITORIES WHICH DO NOT POSSESS FULL POLITICAL INDEPENDENCE OR SOVEREIGNTY AS A SOVEREIGN STATE YET REMAIN POLITICALLY OUTSIDE OF THE CONTROLLING STATE'S INTEGRAL AREA.
I.E. HONG KONG, SAINT MARTIN AND MARSHALL ISLANDS
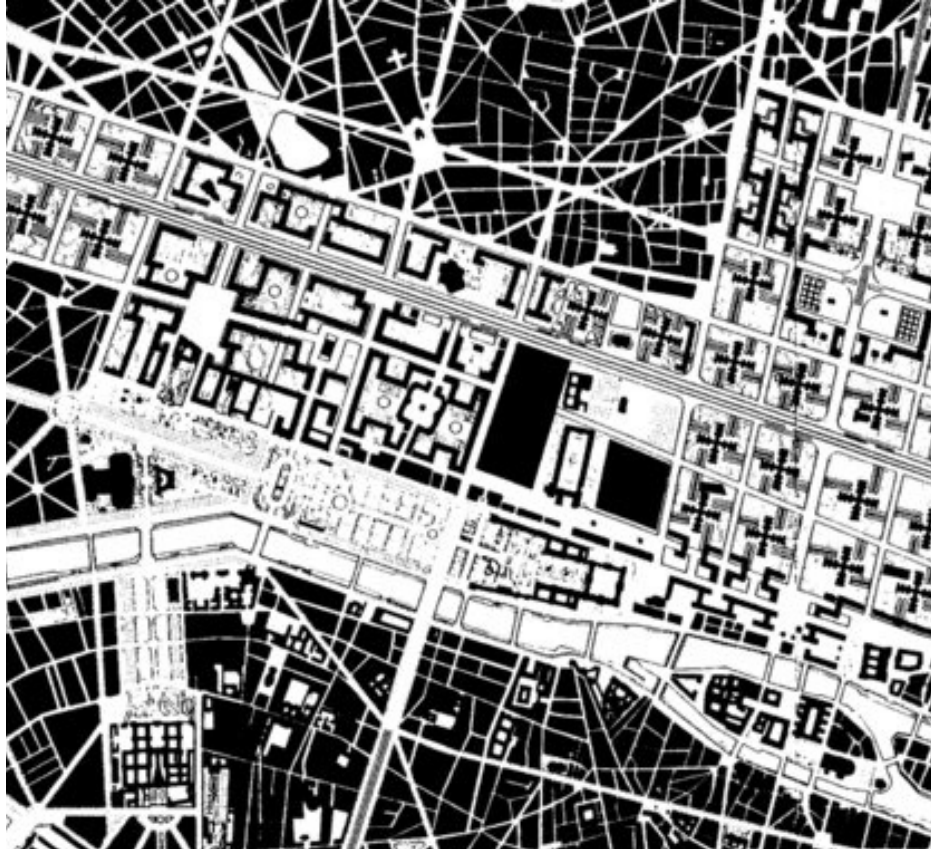
VATICAN CITY STATE
ROME

HONG KONG SPECIAL ADMINISTRATIVE
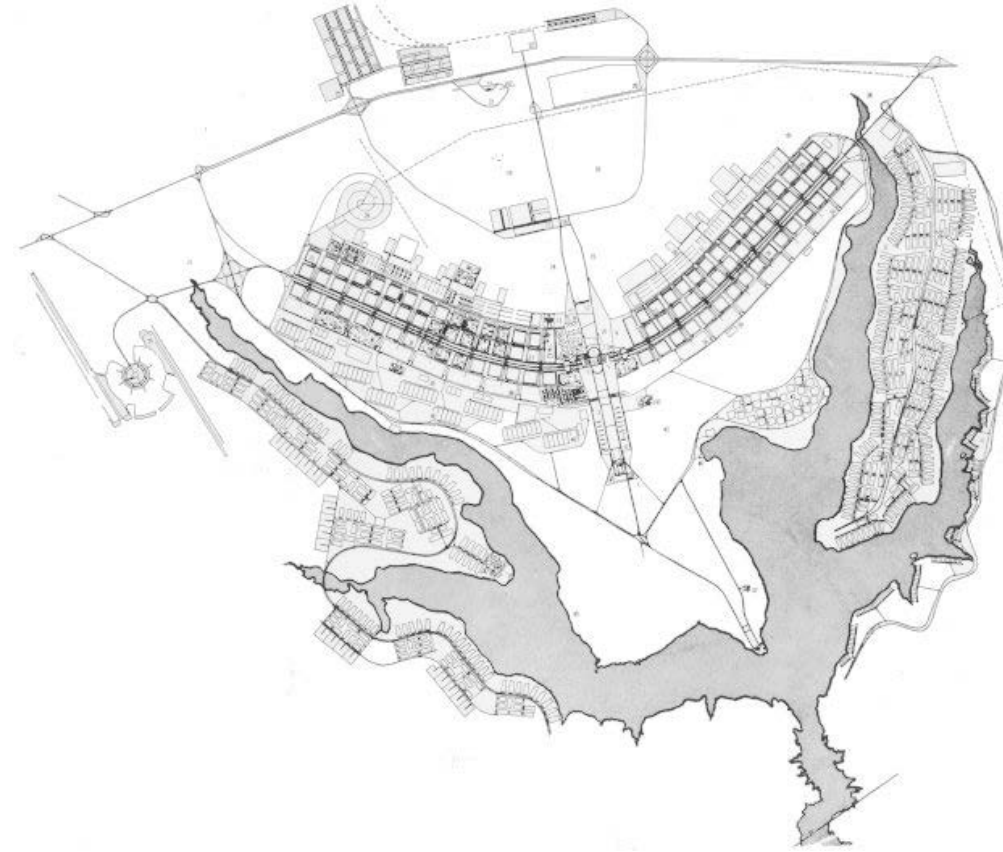REGION OF THE PEOPLE'S REPUBLIC OF CHINA
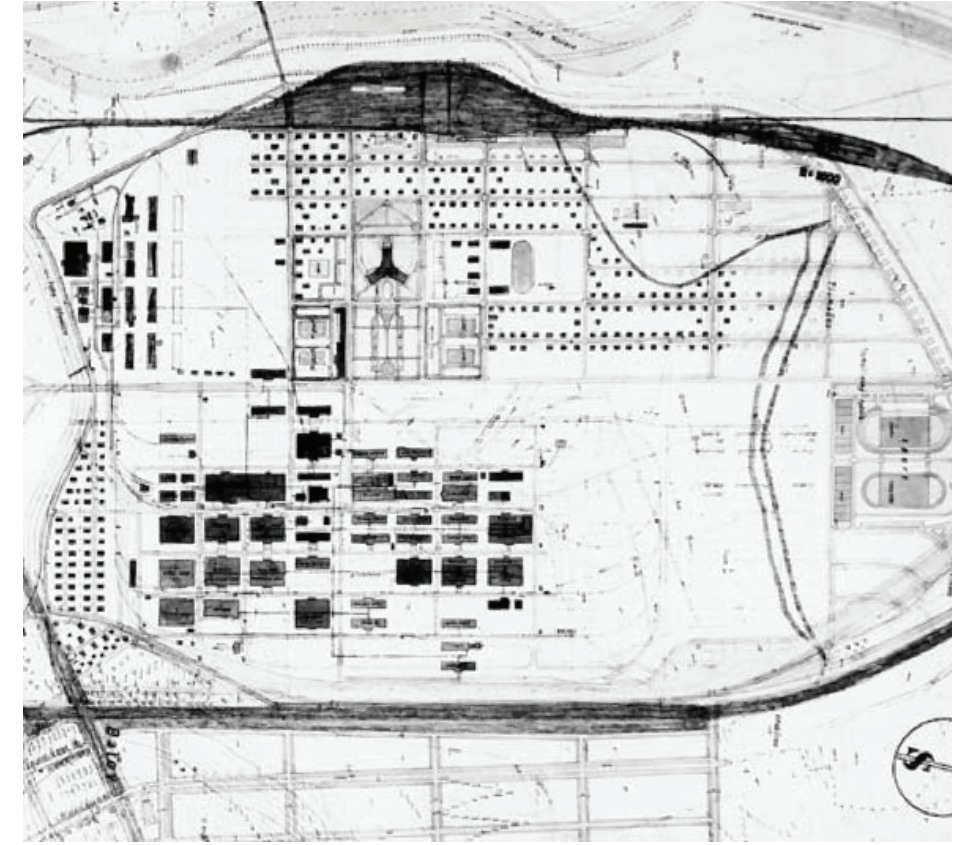
FRESTONIA, UK
1997

MODERN PLANNING

PLAN VOISIN BY LE CORBUSIER
PARIS

BRASILIA PLAN BY LÚCIO COSTA
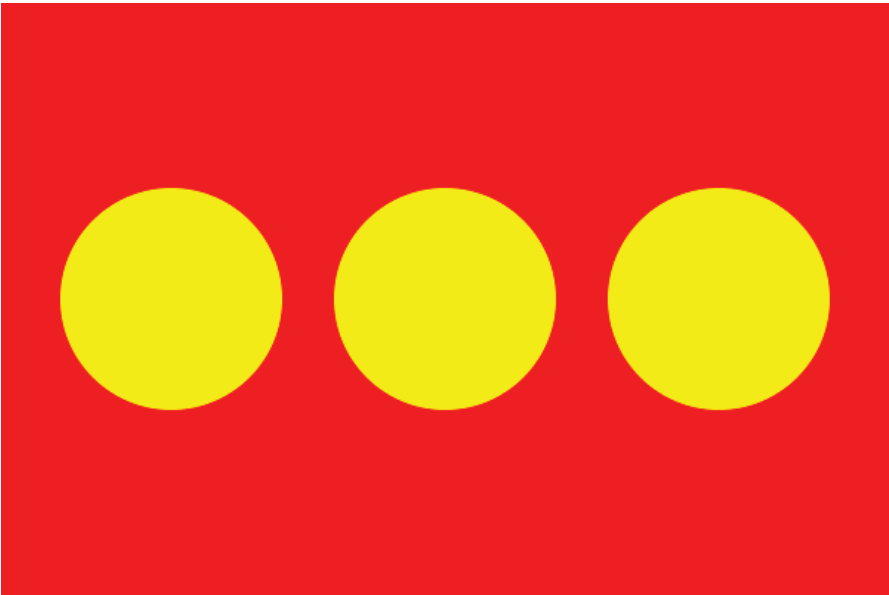BRAZIL

ZLÍN PLAN BY FRANTIŠEK LYDIE GAHURA
CZECH REPUBLIC

PLAN VOISIN BY LE CORBUSIER
PARIS

BRASILIA PLAN BY LÚCIO COSTA
BRAZIL

ZLÍN PLANBY FRANTIŠEK LYDIE GAHURA
CZECH REPUBLIC

FREETOWN CHRISTIANIA FLAG

MICRONATION CASE STUDY I:
FREETOWN CHRISTIANIA

A SELF-PROCLAIMED AUTONOMOUS NEIGHBOURHOOD IN THE DANISH CAPITAL COPENHAGEN. CIVIC AUTHORITIES IN COPENHAGEN REGARD CHRISTIANIA AS A LARGE COMMUNE. THE AREA OF CHRISTIANIA CONSISTS OF THE FORMER MILITARY BARRACKS OF BÅDSMANDSSTRÆDE AND PARTS OF THE CITY RAMPARTS. AFTER THE MILITARY MOVED OUT, THE AREA WAS ONLY GUARDED BY A FEW WATCHMEN AND THERE WAS SPORADIC TRESPASSING OF HOMELESS PEOPLE USING THE EMPTY BUILDINGS. ON 4 SEPTEMBER 1971, INHABITANTS OF THE SURROUNDING NEIGHBOURHOOD BROKE DOWN THE FENCE TO TAKE OVER PARTS OF THE UNUSED AREA AS A PLAYGROUND FOR THEIR CHILDREN. THE SPIRIT OF CHRISTIANIA QUICKLY DEVELOPED INTO ONE OF THE HIPPIE MOVEMENT, THE SQUATTER MOVEMENT, COLLECTIVISM AND ANARCHISM, IN CONTRAST TO THE SITE'S PREVIOUS MILITARY USE.

LOCATION | COPENHAGEN, DENMARK
ESTABLISHED | 1971
GOVERNMENT | ANARCHIST COMMUNITY
RESIDENTS | 1000
AREA | 0.34 KM^2
CURRENCY | DANISH KRONE
WEBSITE | CHRISTIANIA.ORG/
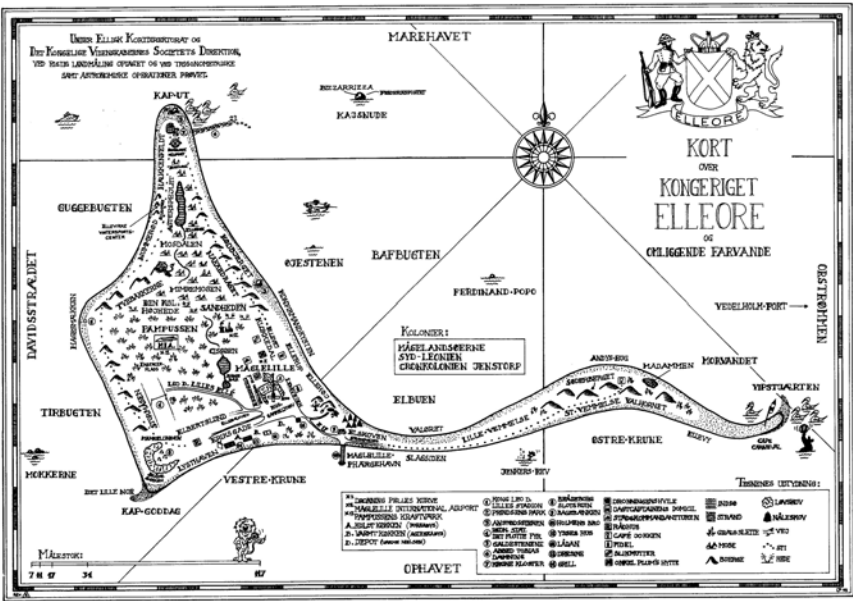
KINGDOM OF ELLEORE FLAG

MICRONATION CASE STUDY II:
KINGDOM OF ELLEORE

THE KINGDOM OF ELLEORE MICRONATION LOCATED ON THE ISLAND OF ELLEORE IN THE ROSKILDE FJORD, NORTH OF ROSKILDE ON THE DANISH ISLAND OF ZEALAND. THE ISLAND WAS PURCHASED BY A GROUP OF COPENHAGEN SCHOOLTEACHERS IN 1964 FOR USE AS A SUMMER CAMP. THE IDEA BEHIND THIS ENTERPRISE WAS THAT THE STUDENTS SHOULD USE THE ISLAND FOR WEEKEND AND SUMMER STAYS. THEY PROCLAIMED THE ISLAND'S "INDEPENDENCE" AS A KINGDOM AS A GENTLE PARODY OF THE GOVERNMENT STRUCTURE AND ROYAL TRADITIONS OF DENMARK. THE ISLAND HAS ITS OWN MONARCHS, FLAG, COINS AND STAMPS, AND EVEN ITS OWN TIME ZONE, TWELVE MINUTES BEHIND DANISH TIME.

LOCATION | ROSKILDE FJORD, DENMARK
ESTABLISHED | 1964
GOVERNMENT | CONSTITUTIONAL MONARCHY
RESIDENTS | 263
AREA | 0.015 KM^2
CURRENCY | LEO D'OR
WEBSITE | ELLEORE.DISKOS.DK/
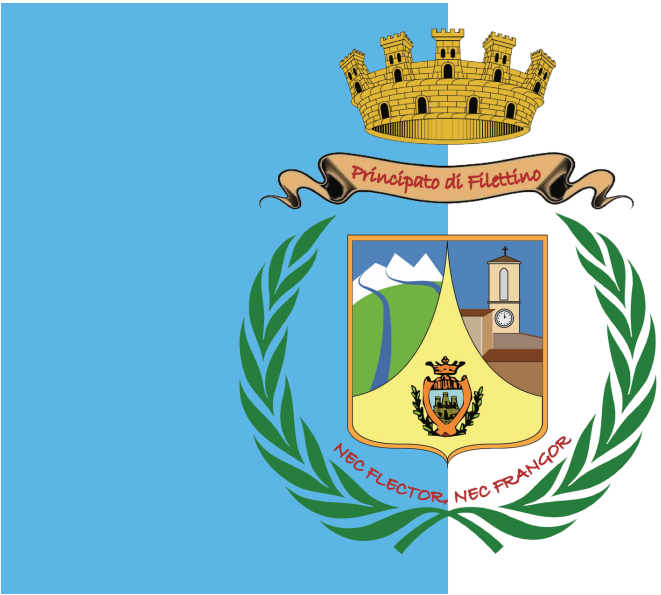
FILETTINO FLAG

MICRONATION CASE STUDY III:
FILETTINO

ORIGINALLY A PLACE OF THE AEQUI, AND REMAINING A TINY HAMLET UNTIL THE TIME OF CHRIST, IT BECAME A SAFE HAVEN FOR THOSE FLEEING FROM SARACEN INVASIONS IN 800 A.D, DUE TO ITS MOUNTAINOUS LOCATION. IN 1297 IT FELL UNDER THE CONTROL OF PIETRO CAETANI, NEPHEW OF POPE BONIFACE VIII, WHOSE FAMILY BECAME NOTORIOUS AS CRUEL AND OPPRESSIVE, CRUSHING VARIOUS UPRISINGS UNTIL THE LAST OF THE FILETTINO CAETANIS WAS EXECUTED IN 1602 AT CASTEL SANT'ANGELO IN ROME. IN THE SAME YEAR IT WAS ENTERED BY POPE CLEMENT VII INTO THE APOSTOLIC CHAMBER AND WAS THUS SUBSEQUENTLY ABSORBED INTO THE PAPAL STATES UNTIL THE STATES THEMSELVES WERE ANNEXED TO THE KINGDOM OF ITALY IN 1870.

LOCATION | EAST OF ROME-NORTH OF FROSINONE
ESTABLISHED | 2011
GOVERNMENT | PRINCIPALITY
RESIDENTS | N/A
AREA | 77.66 KM^2
CURRENCY | FIORITO
**WEBSITE** | COMUNEFILETTINO.IT

LADONIAREPUBLIC OF MOLOSSIA FLAG

MICRONATION CASE STUDY IV:
LADONIAREPUBLIC OF MOLOSSIA

A MICRONATION, FOUNDED BY KEVIN BAUGH AND HEADQUARTERED SOLELY FROM HIS HOME NEAR DAYTON, NEVADA. THE REPUBLIC OF MOLOSSIA HAS CLAIMED ITSELF A NATION BUT IT IS NOT OFFICIALLY RECOGNIZED AS A COUNTRY BY THE UNITED NATIONS OR ANY COUNTRY. IT CONSISTS OF BAUGH'S HOUSE (KNOWN AS THE GOVERNMENT HOUSE), ABOUT 0.01 ACRES (40 M2) IN SIZE, AS WELL AS 1.3 ACRES (5,000 M2) OF SURROUNDING PROPERTY, ENCLAVED BY NEVADA. IT FORMERLY CLAIMED A PROPERTY IN PENNSYLVANIA AS WELL. ORIGINALLY ESTABLISHED AS A CHILDHOOD PROJECT IN 1977, MOLOSSIA SUBSEQUENTLY EVOLVED INTO A TERRITORIAL ENTITY IN THE LATE 1990S.

LOCATION | NEVADA, USA
ESTABLISHED | 1999
GOVERNMENT | CONSTITUTIONAL PRESIDENTIAL REPUBLIC
RESIDENTS | 28 (CITIZENS)
AREA | 0.0053 KM^2
CURRENCY | VALORA
WEBSITE | MOLOSSIA.ORG
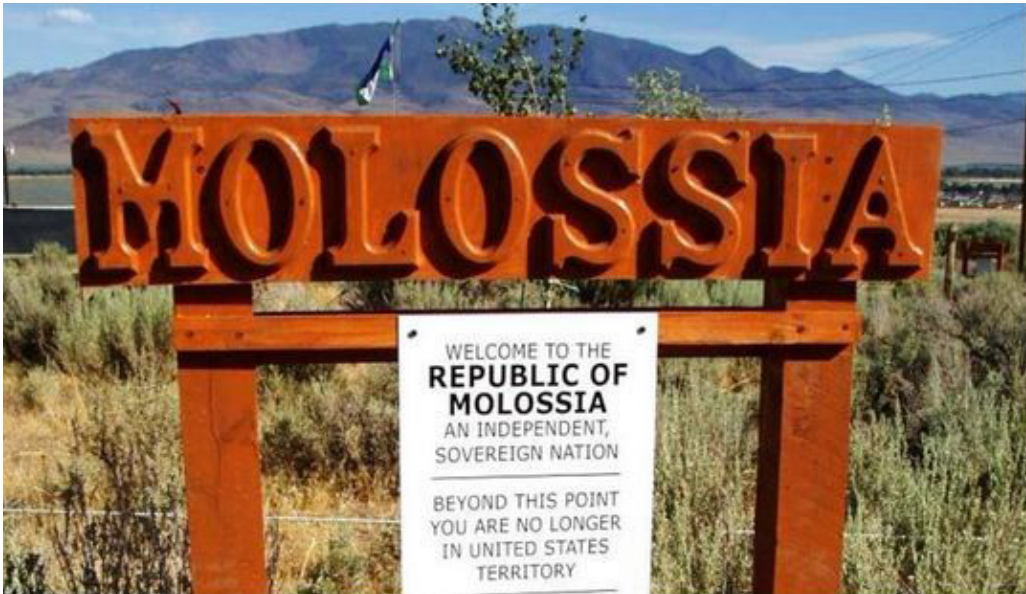
II. THE RESEARCH
A. KEVIN LYNCH ON LEGIBILITY
B. MINECRAFT CASE STUDIES

CENTRAL QUESTIONS OF LIBERLAND COMPETITION

HOW CAN MAXIMAL FREEDOM RESULT IN A COMPLEX LEGIBLE ORDER, RATHER THAN DESCEND INTO VISUAL CHAOS?

A LACK OF FUNDING, POOR PLANNING AND MAXIMUM FREEDOM IN MANY OF THE EARLY MODELS OF MICRONATIONS LED TO **ILLEGIBLE ORGANIZATION AND VISUAL CHAOS** IN THEIR ENVIRONMENTS. POORLY PLANNED MICRONATIONS CAN BREED CRIME CAUSING SURROUNDING NATIONS AND CITIES TO OPPOSE THEIR EXISTENCE.

IN USING THE DESIGN COMPETITION LIBERLAND SEEKS TO COMBAT THIS ISSUE BY PRESENTING INVESTORS WITH A LEGIBLE MODEL OF A 21ST CENTURY MICRONATION

MINECRAFT

Block by Block workshop in Kosovo

UN-Habitat teamed up with the Municipality of Prishtina to implement a Block by Block workshop in Prishtina on 11-14 September 2015. The workshop resulted in a new and inventive design for a public space located in "Bregu i Diellit/ Sunny Hill" neighbourhood of Prishtina. The event brought together more than 70 participants, consisting of youth from seven years old and over, local community, representatives of non-governmental organizations and the Municipality as well as urban professionals.

Search

Search...   🔍

Minecraft timelapse videos

Nairobi, Kenya

BLOCK BY BLOCK WORKSHOP IN
PRISHTINA IN SEPTEMBER 2015

TOMORROWLAND
BLOCKWORKS

ATROPOS
CARLOOOO

INDUSTRIAL INC
CODE RED

"THE LEGIBILITY OF AN URBAN ENVIRONMENT IS BASED ON THE 'PUBLIC IMAGE' OR AREAS OF AGREEMENT WITH WHICH MIGHT BE EXPECTED TO APPEAR IN THE INTERACTION OF A PHYSICAL ENVIRONMENT"

KEVIN LYNCH, THE IMAGE OF THE CITY

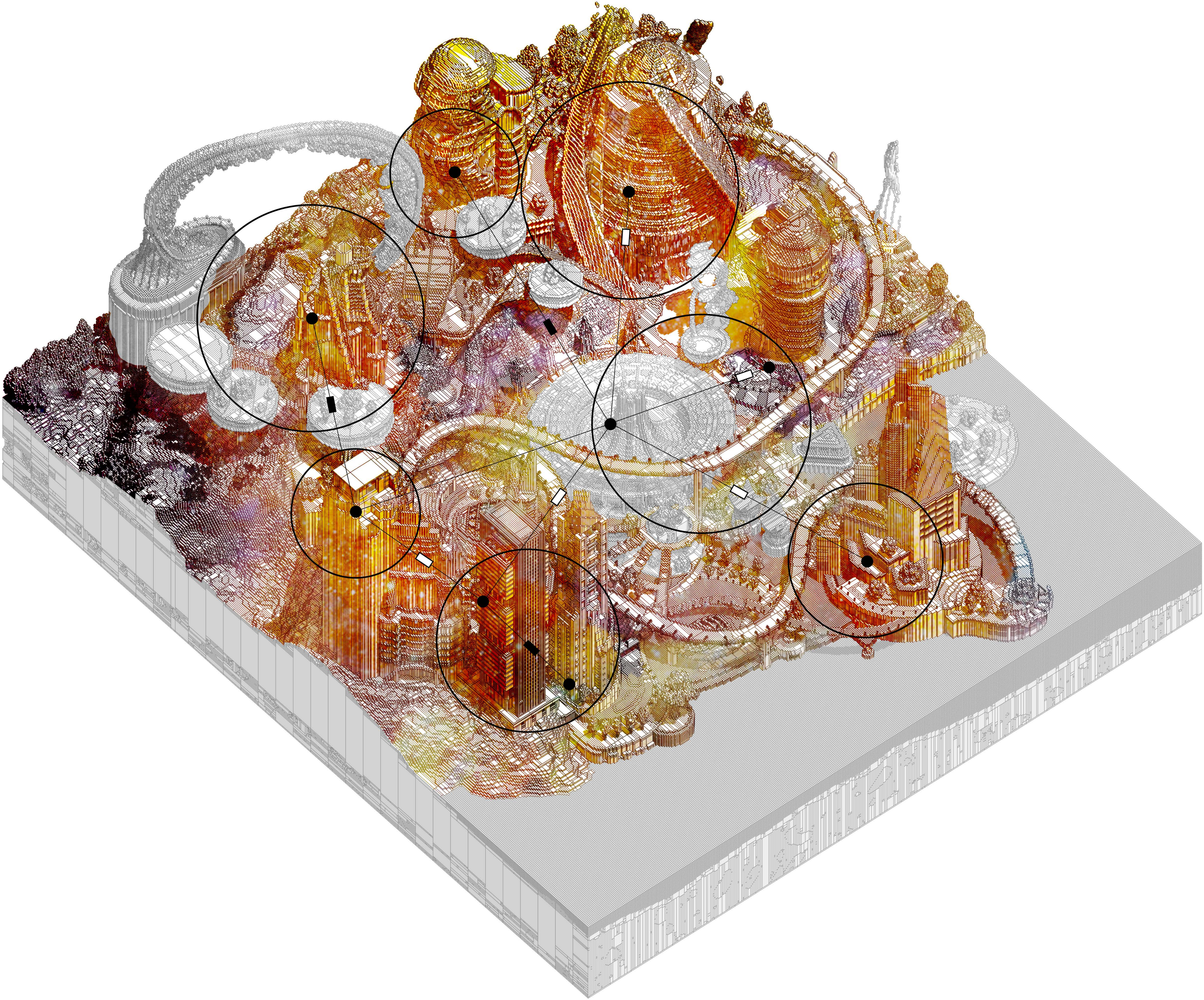## FIVE ELEMENTS OF THE PUBLIC IMAGE

PATH – CHANNELS ALONG WHICH THE OBSERVER MOVES

EDGE – IMPORTANT ORGANIZING FEATURES WITHIN THE CITY IMAGE

DISTRICT – SECTIONS OF THE CITY THAT HAVE IDENTIFIABLE CHARACTERISTICS

NODES – POINTS AND OR JUNCTIONS FOR TRAVELING

LANDMARK – EXTERNAL POINTS OF REFERENCE

001_TOMORROWLAND

SYMBOLS AND DEFINITIONS

- - - - -	WEAK PATH	⊗	INTERSECTING PATH	▯	EXTROVERTED NODE	⬡	LANDMARK	■ AVATAR
————	STRONG PATH	◯	PATH ENTRY	▷	ISOLATED LANDMARK	⋋	DISTRICT NETWORK	
≈≈≈≈≈	ALIGNED PATH	▮	INTROVERTED NODE	▯—▷	INTEGRATED LANDMARK	●	DISTRICT CENTER	

400m

280m
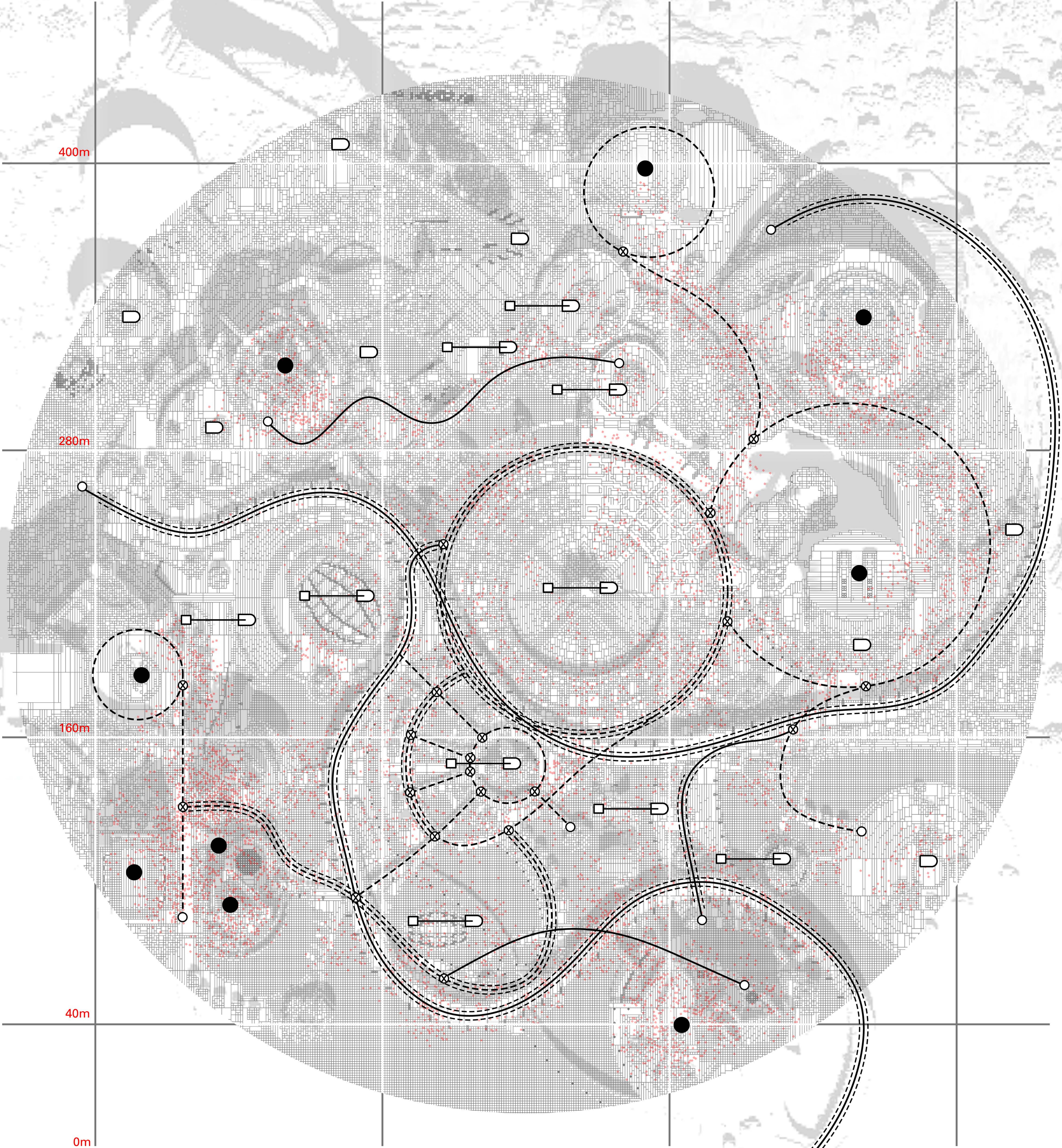
160m

40m

0m

SYMBOLS AND DEFINITIONS

– – –	WEAK PATH	⊗	INTERSECTING PATH	▯	EXTROVERTED NODE	◉ LANDMARK	■ AVATAR
——	STRONG PATH	○	PATH ENTRY	▭	ISOLATED LANDMARK	⊶ DISTRICT NETWORK	
═══	ALIGNED PATH	▮	INTROVERTED NODE	▭—▭	INTEGRATED LANDMARK	● DISTRICT CENTER	

200m

160m

120m

80m

40m

0m

002_ATROPOS

SYMBOLS AND DEFINITIONS

------	WEAK PATH	⊗	INTERSECTING PATH	▯	EXTROVERTED NODE	⬡	LANDMARK	■	AVATAR
————	STRONG PATH	◯	PATH ENTRY	▱	ISOLATED LANDMARK	⋏	DISTRICT NETWORK		
═════	ALIGNED PATH	▮	INTROVERTED NODE	▭━▭	INTEGRATED LANDMARK	●	DISTRICT CENTER		

SYMBOLS AND DEFINITIONS

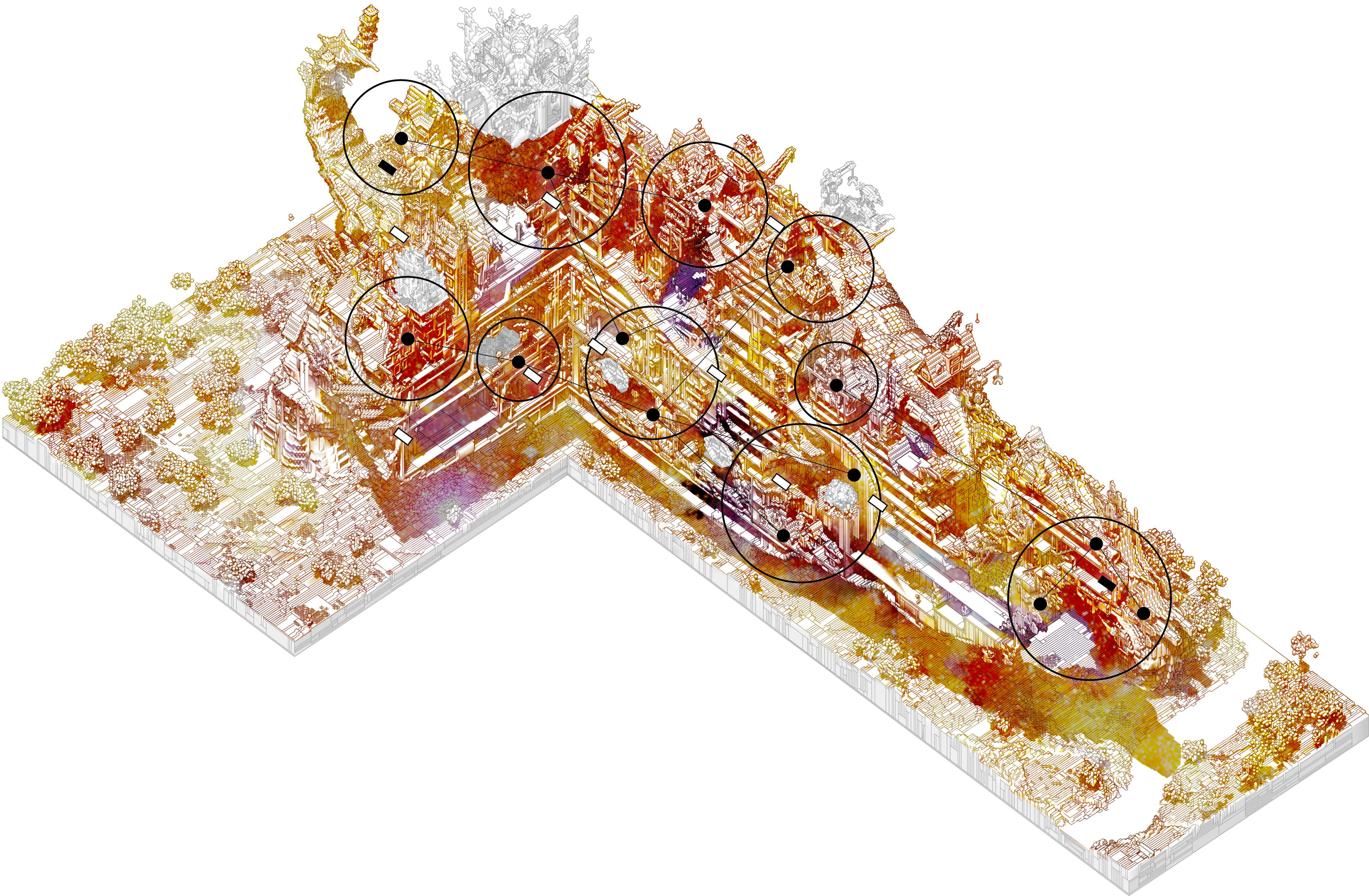|					
- - - - WEAK PATH	⊗ INTERSECTING PATH	▯ EXTROVERTED NODE	⬡ LANDMARK	🟥 AVATAR
——— STRONG PATH	○ PATH ENTRY	◗ ISOLATED LANDMARK	DISTRICT NETWORK	
===== ALIGNED PATH	▮ INTROVERTED NODE	▯—◗ INTEGRATED LANDMARK	● DISTRICT CENTER	

400m

280m

160m

40m

0m

200m

160m

120m

80m

40m

0m

003_INDUSTRIAL INC

SYMBOLS AND DEFINITIONS

- - - - -	WEAK PATH	⊗	INTERSECTING PATH	▯	EXTROVERTED NODE	⬡	LANDMARK	🟥 AVATAR
————	STRONG PATH	◯	PATH ENTRY	◻	ISOLATED LANDMARK	⌥	DISTRICT NETWORK	
≈≈≈≈≈	ALIGNED PATH	▮	INTROVERTED NODE	▭–▭	INTEGRATED LANDMARK	●	DISTRICT CENTER	

SYMBOLS AND DEFINITIONS

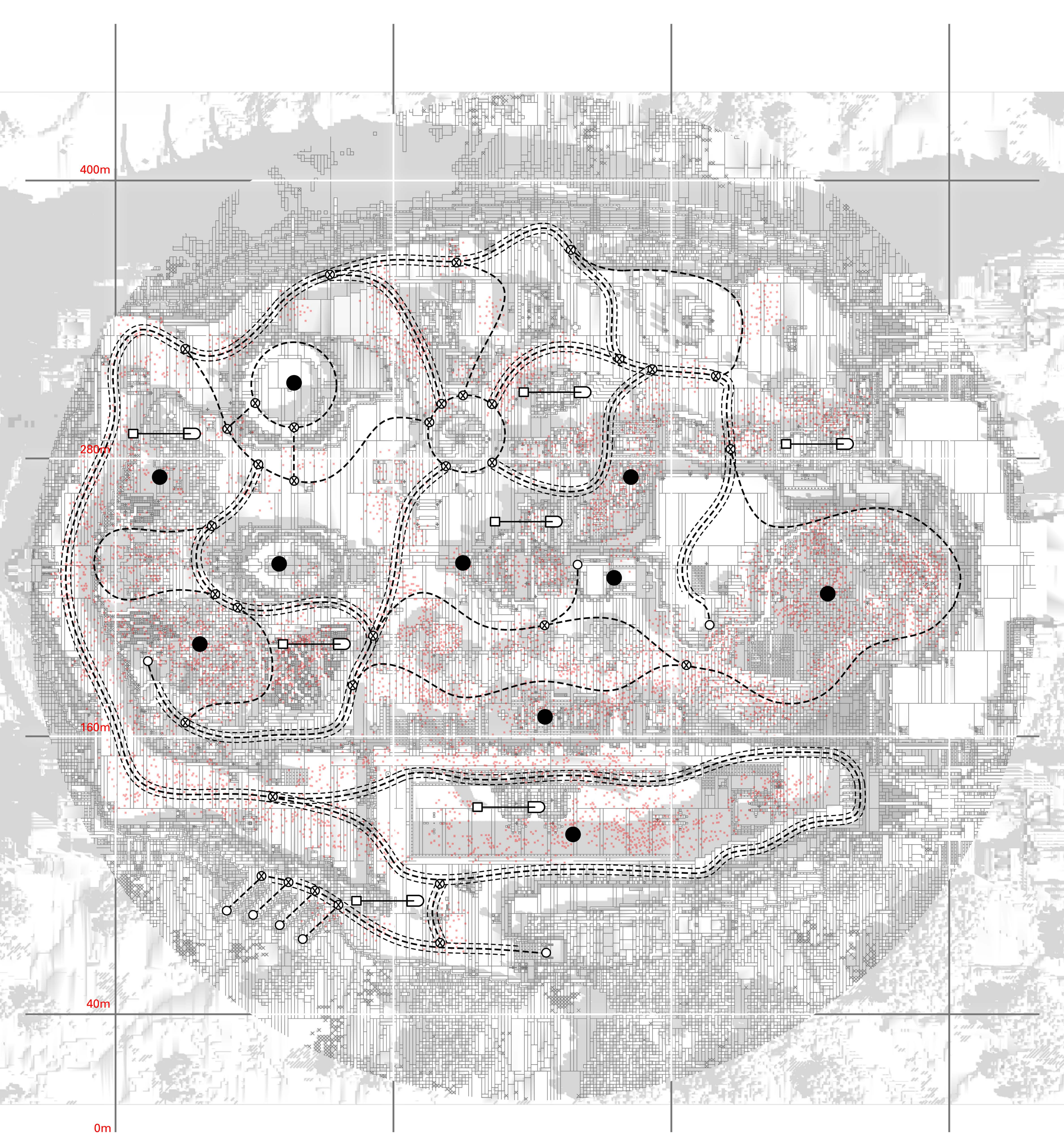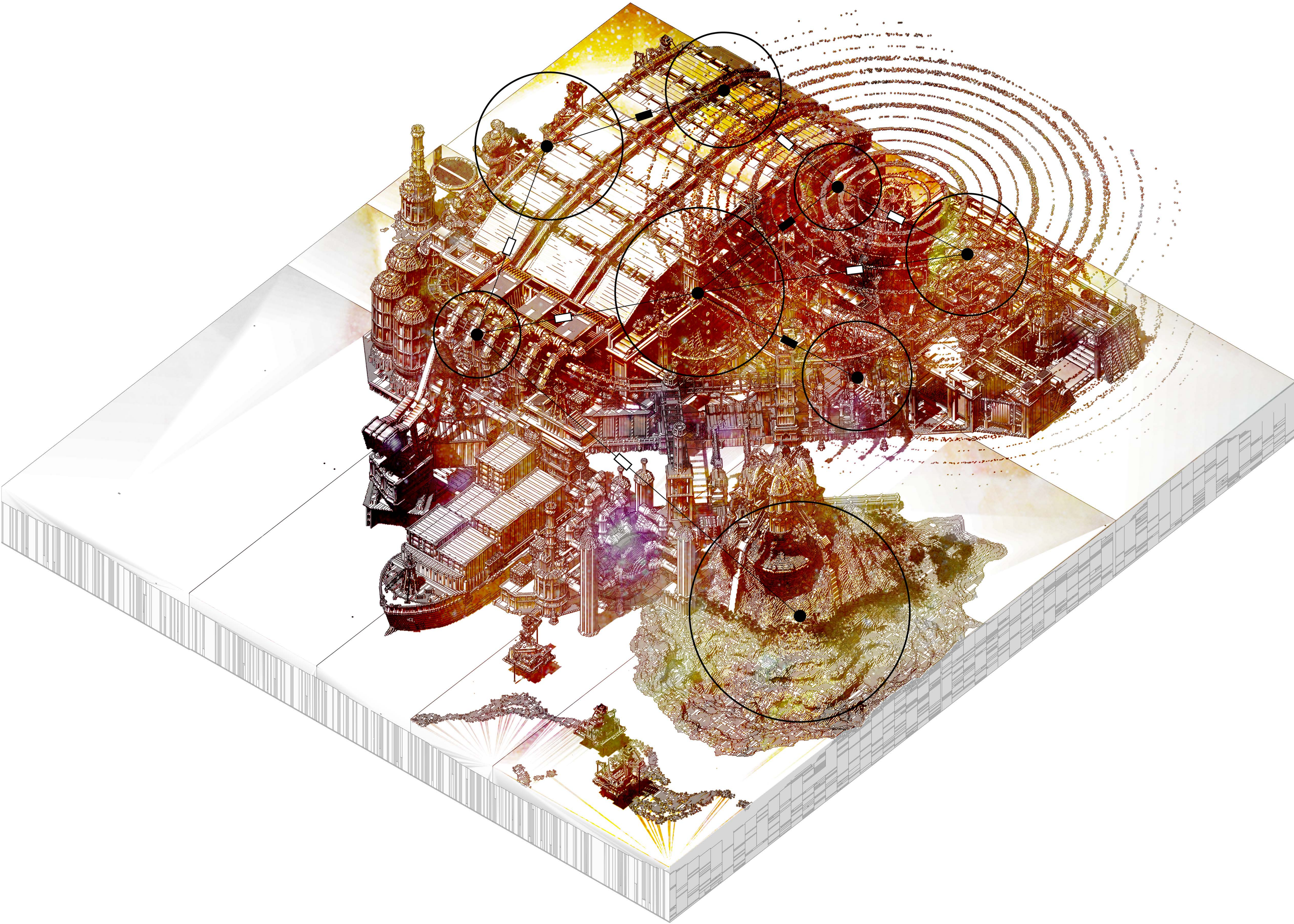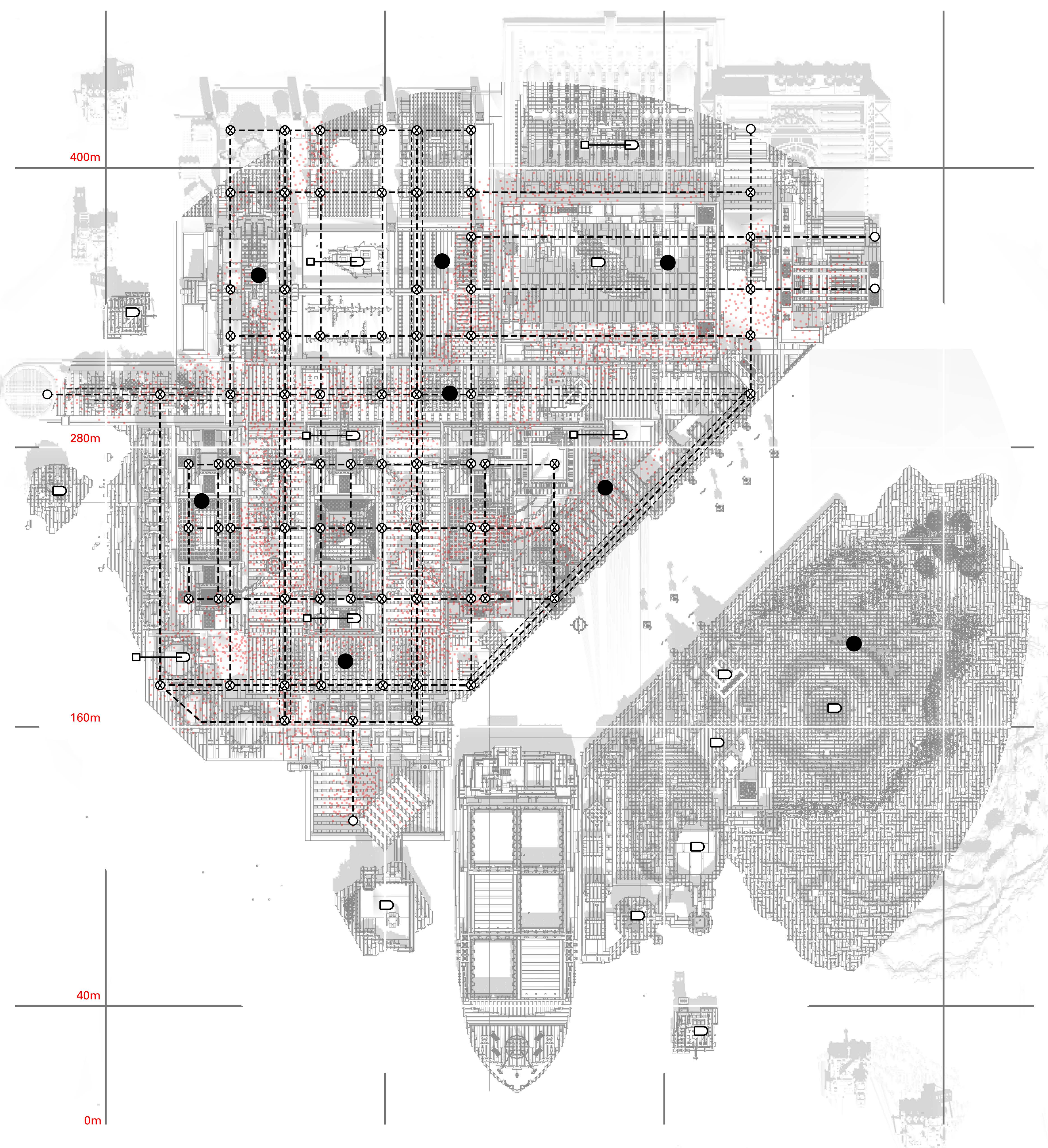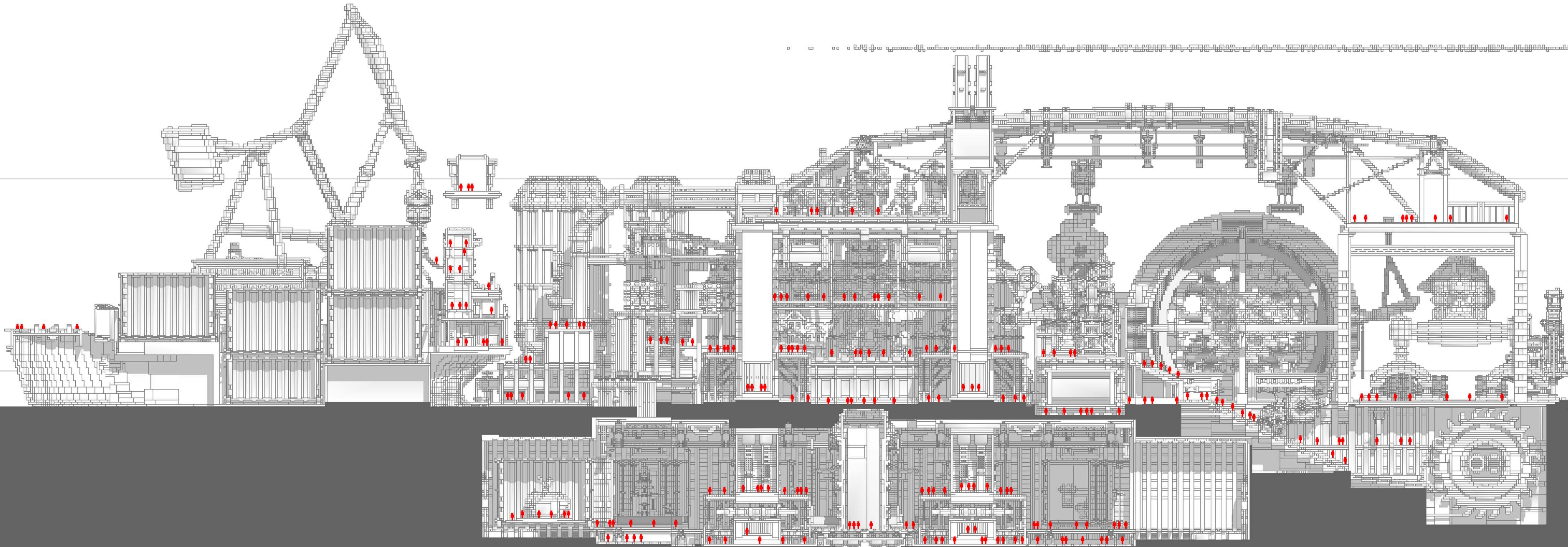|			
WEAK PATH	INTERSECTING PATH	EXTROVERTED NODE	LANDMARK	AVATAR
STRONG PATH	PATH ENTRY	ISOLATED LANDMARK	DISTRICT NETWORK	
ALIGNED PATH	INTROVERTED NODE	INTEGRATED LANDMARK	DISTRICT CENTER	

200m

160m

120m

80m

40m

0m

THE FINAL PRODUCT

THE PRODUCT OF THIS RESEARCH WILL MANIFEST IN A
SPECULATIVE DESIGN FOR THE NEW MICRONATION LIBERLAND
CREATED BY AN ONLINE COMMUNITY OF PARTICIPANTS OR
"PLAYERS". THE MEDIUM IN WHICH THE PLAYERS WILL CREATE
THE WORLD IS MINECRAFT, WHICH IS A A SANDBOX
INDEPENDENT VIDEO GAME THAT ENABLES PLAYERS TO BUILD
CONSTRUCTIONS OUT OF TEXTURED 3D CUBES IN A 3D
PROCEDURALLY GENERATED WORLD. THE GUIDELINES FOR HOW
TO CREATE ARE DRIVEN BY **LIBERLAND'S FUNDAMENTAL
VALUES, CONSTITUTION AND ANARCHO-CAPITALIST AND
LIBERTARIAN THEORY OF OWNERSHIP AND PRITIVATE PROPERTY.**
WHAT TO CREATE AND WHERE TO CREATE IT WILL BE
DETERMINED BY THE "PLAYERS" IN THE "FREE MARKET" OF
VIRTUAL (MINECRAFT) LIBERLAND.

LIBERLAND COMPETITION DESIGN PARAMETERS

IDENTITY | LIBERTARIAN, ANARCHO-CAPITALIST, FREEDOM

DENSITY POTENTIAL | 340,000 APPLICANTS FOR CITIZENSHIP THUS FAR

ECOSYSTEM | LIBERLAND'S TERRITORY HAS A MILD CLIMATE SIMILAR TO LOS ANGELES, BUT IS PRONE TO DANUBE RIVER FLOODING.

ARTIFICIAL ECOLOGIES | LIBERLAND ASPIRES TO A "NATURE-LIKE BUILT ENVIRONMENT"

SETTLEMENT | LIBERLAND SEEKS AN AGILE AND FLEXIBLE SYSTEMIC SETTLEMENT PLAN

INFRASTRUCTURE | MINIMUM MUNICIPAL INTERVENTION, ECOSYSTEMIC SENSITIVITY

ZONING | NONE

ECONOMY | FREE MARKET, BITCOIN CRYPTOCURRENCY, ENTREPRENEURSHIP, PRIVATE PROPERTY

POLITICS | MINIMAL GOVERNMENT (DIPLOMATIC AND JUDICIAL CAPACITIES), VOLUNTARY TAXATION

CONSTITUTION | REFER TO LIBERLAND'S WEBSITE: LIBERLAND.ORG

PROGRAM | CONVENTIONAL URBAN ZONING SEGREGATION BETWEEN COMMERCIAL, RESIDENTIAL, RETAIL, MUNICIPAL, AND LEISURE DISTRICTS IS IRRELEVANT IN LIBERLAND!

III. THE SITE
A. LOCATION
B. TERRAIN ANALYSIS

MAP OF LIBERLAND FROM WIKILIBERLAND PAGE

DANUBE
RIVER

1000m

LIBERLAND
URBAN

MAP OF LIBERLAND FLOODING ZONES FROM WIKILIBERLAND PAGE

1000m

LIBERLAND
URBAN

WIKI Liberland
The Liberland Research Center

LIBERLAND IS ABOUT 2.7 SQUARE MILES WHICH IS JUST
SMALLER THAN SIZE OF LOWER MANHATTAN

DUE TO ITS CLOSE PROXIMITY TO THE DUBANE RIVER AND
FAIRLY LEVEL TOPOGRAPHY, PARTS OF LIBERLAND ARE PRONE
TO FLOODING
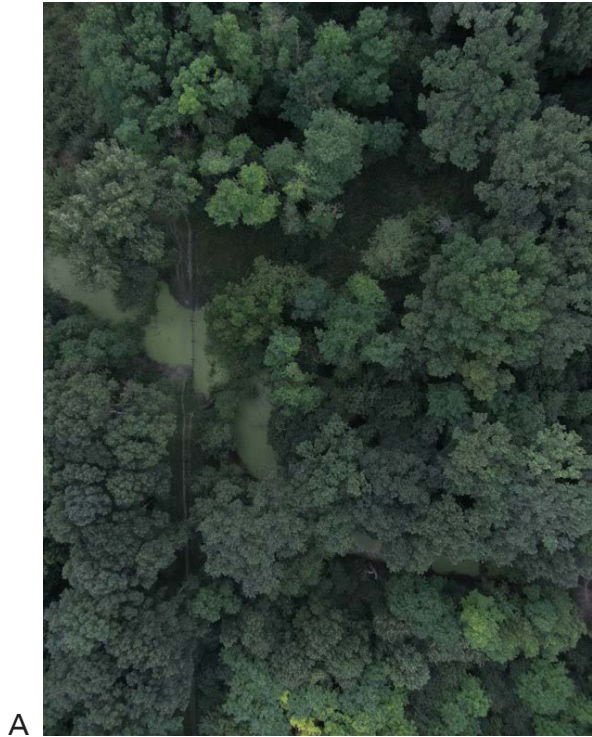
A

B

C

D
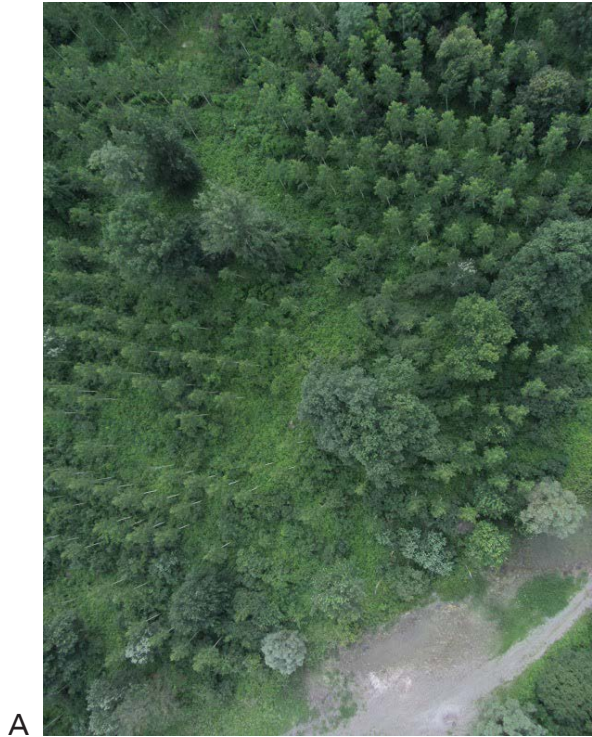
A

B

C

D

HOW IT WORKS

STEP 1 | THE SITE

THE VIRTUAL REPLICA OF LIBERLAND BUILT IN MINECRAFT WILL BE CREATED BY THE ADMINISTRATOR (ME). LIBERLAND WILL THEN BE DIVIDED INTO SEVERAL PARCELS FOR PLAYERS TO BUILD ON. THE ONLY AREA NOT AVAILABLE FOR PLAYERS TO BUILD ON ARE THOSE WITHIN THE AREAS PRONE TO MAJOR FLOODING.

THE PURPOSE OF DIVING LIBERLAND INTO PARCELS IS TO ALLOW PLAYERS TO INITIALLY DELINEATE WHERE PROPERTY BEGINS AND ENDS. ADJACENT PARCELS MAY BE COMBINED TO MAKE LARGER BUILDING AREAS. PLAYERS MAY ALSO NEGOGIATE SHAPES AND SIZES OF PARCELS WITH OTHER PLAYERS.
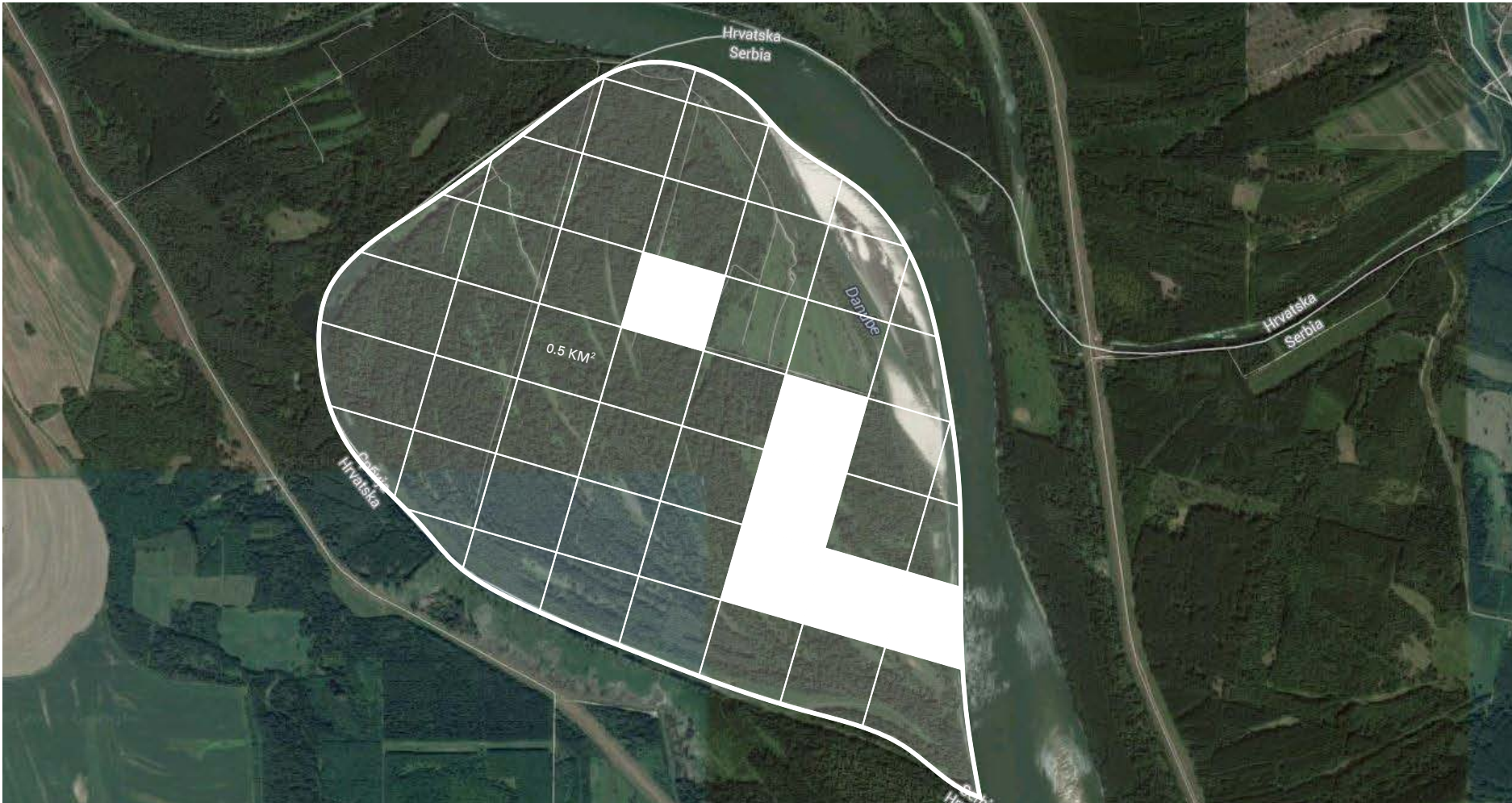
IV. THE EXPERIMENT
A. FINAL PRODUCT
B. PARAMETERS
C. HOW IT WORKS

PLANNING AND PROPERTY IN LIBERLAND

THE RULES FOR PLANNING AND PROPERTY IN LIBERLAND ARE **BASED ON LIBERLAND'S LIBERTARIAN THEORY OF OWNERSHIP AND PRITIVATE PROPERTY.** PLAYERS WILL USE THIS THEORY AS THE RULES AND GUIDLINE FOR HOW TO CREATE IN LIBERLAND.

RULES

I. EVERYONE IS THE PROPER OWNER OF THEIR OWN PHYSICAL BODY AS WELL AS OF ALL PLACES AND NATURE-GIVEN GOODS THAT THEY OCCUPY AND PUT TO USE BY MEANS OF THEIR BODY, PROVIDED ONLY THAT NO ONE ELSE HAS ALREADY OCCUPIED OR USED THE SAME PLACES AND GOODS BEFORE THEM [1]

II. ORIGINAL APPROPRIATION OF LAND IS NOT LEGITIMATE BY MERELY CLAIMING IT OR BUILDING A FENCE AROUND IT; IT IS ONLY BY USING LAND – BY MIXING ONE'S LABOR WITH IT – THAT ORIGINAL APPROPRIATION IS LEGITIMIZED [2]

III. THIS OWNERSHIP OF "ORIGINALLY APPROPRIATED" PLACES AND GOODS BY A PERSON IMPLIES HIS RIGHT TO USE AND TRANSFORM THESE PLACES AND GOODS IN ANY WAY THEY SEE FIT, PROVIDED ONLY THAT THEY DO NOT CHANGE THEREBY UNINVITEDLY THE PHYSICAL INTEGRITY OF PLACES AND GOODS ORIGINALLY APPROPRIATED BY ANOTHER PERSON [3]

IV. RESOURCE NEED NOT CONTINUE TO BE USED IN ORDER FOR IT TO BE THE PERSON'S PROPERTY, FOR ONCE THEIR LABOR IS MIXED WITH THE NATURAL RESOURCE, IT REMAINS THEIR OWNED LAND [4]

V. AFTER PROPERTY IS CREATED THROUGH LABOR IT MAY THEN ONLY EXCHANGE HANDS LEGITIMATELY BY TRADE OR GIFT; FORCED TRANSFERS ARE CONSIDERED ILLEGITIMATE [5]

VI. JUST AS AN INDIVIDUAL COMES TO OWN THAT WHICH WAS UNOWNED BY MIXING HIS LABOR WITH IT OR USING IT REGULARLY, A WHOLE COMMUNITY OR SOCIETY CAN COME TO OWN A THING IN COMMON BY MIXING THEIR LABOR WITH IT COLLECTIVELY, MEANING THAT NO INDIVIDUAL MAY APPROPRIATE IT AS HIS OWN. [6] (THIS MAY APPLY TO ROADS, PARKS, RIVERS, AND PORTIONS OF OCEANS)

VII. ALL PERSONS SHALL HAVE THE RIGHT OF SELF-DEFENCE AND/OR DEFENCE OF THEIR PROPERTY, AND OTHERS WHO ARE UNDER A DIRECT AND REAL THREAT, AGAINST INITIATORS OF AGGRESSION, INCLUDING ANY AGENT OF THE PUBLIC ADMINISTRATION ACTING UNLAWFULLY OR IN ERROR; NO PERSON SHALL BE CONVICTED OF ANY CRIMINAL OFFENCE FOR ANY ACT OR OMISSION TAKING PLACE ON HIS OR HER PROPERTY AND WHICH IS A DIRECT RESPONSE TO ANOTHER PERSON TRESPASSING ON THAT PROPERTY OR RIGHTS AND ACTING IN BREACH OF THE LAW OR THE CONSTITUTION RESULTING IN SUCH THREAT AS DESCRIBED IN THIS PROVISION. [7]

STEP 2 | THE PLAYERS

CURRENTLY THERE ARE **TEN PLAYERS AND ONE ADMINISTRATOR** INVOLVED IN THE UNREAL URBANISMS EXPERIMENT. EACH OF WHICH WILL WORK INDIVIDUALLY (TO CREATE PRIVATE PROPERTIES) OR TOGETHER (TO CREATE COLLECTIVE PROPERTY) LIBERLAND.

THOUGH PLAYERS IN THIS EXPERIMENT DO NOT HAVE PREDETERMINED ROLES, THEY MAY TAKE UPON THEMSELVES TO CREATE ROLES INDIVIDUALLY (IE. A PLAYER WHO ONLY BUILDS HOUSING VERSUS A PLAYER WHO ONLY BUILDS HOSPITALS). **THE ROLE OF THE LIBERLAND GOVERNMENT WILL BE PLAYED BY THE ADMINISTRATOR WHOLE WILL ALSO BE RESPONSIBLE FOR BUILDING THE MICRONATIONS MAIN INFRASTRUCTURE**

WEBTHEKING

LEVEL | 34
LOCATION | BERLIN, GERMANY
AGE | 16
BACKGROUND | STUDENT
(SECONDARY SCHOOL)

EXPLODECREEPER

LEVEL | 65
LOCATION | SOUTH CROYDON, UK
AGE | 32
BACKGROUND | 3D ARTIST
(FYREUK STUDIO)

THE_H4X0R

LEVEL | 20
LOCATION | HOUSTON, TEXAS
AGE | 23
BACKGROUND | STUDENT
(ARCHITECTURE)

KURODAAKIRA

LEVEL | 15
LOCATION | LEEDS, UK
AGE | 25
BACKGROUND | PHD STUDENT
(HISTORY)

STEP 3 | THE PROGRAM

THE CREATORS OF THE LIBERLAND DESIGN
COMPETITION HAVE EXPRESSED THAT
CONVENTIONAL URBAN ZONING SEGREGATION
BETWEEN COMMERCIAL, RESIDENTIAL, RETAIL,
MUNICIPAL, AND LEISURE DISTRICTS IS
IRRELEVANT IN LIBERLAND BUT PROGRAM FOR
THE MICRONATION IS STILL NEEDED,

GENERAL PROGRAM REQUIREMENTS

HEALTH AND SERVICES
RELIGOUS INSTITUTIONS
AIRSHIP PORT
LOGISTIC AND SERVICES
SHIPPING PORTS
OFFICE DISTRICT
EDUCATION AND SCIENCE
AGRICULTURE
WASTE AND SEWAGE
RECREATION
CULTURAL INSTITUTIONS
HOUSING

STEP 4|THE BUILD

PLAYERS IN THE EXPERIMENT WILL BUILD THE PROGRAM OF LIBERLAND. THE GUIDELINES WILL ALLOW PLAYERS TO BUILD VIRTUALLY ANYTHING ON THEIR PRIVATE PROPERTY WITH THEIR PRIVATE RESOURCES. **THE SPATIAL ARRANGEMENT OF LIBERLAND WILL EMERGE FROM A MULTITUDE OF INDIVIDUAL CHOICES IN THE VIRTUAL ENVIRONMENT**, RATHER THAN BY THE PREDETERMINED SELECTION OF A PREFERRED TYPE AND TENURE OF HOUSING, AND MODE OF TRANSPORTATION.
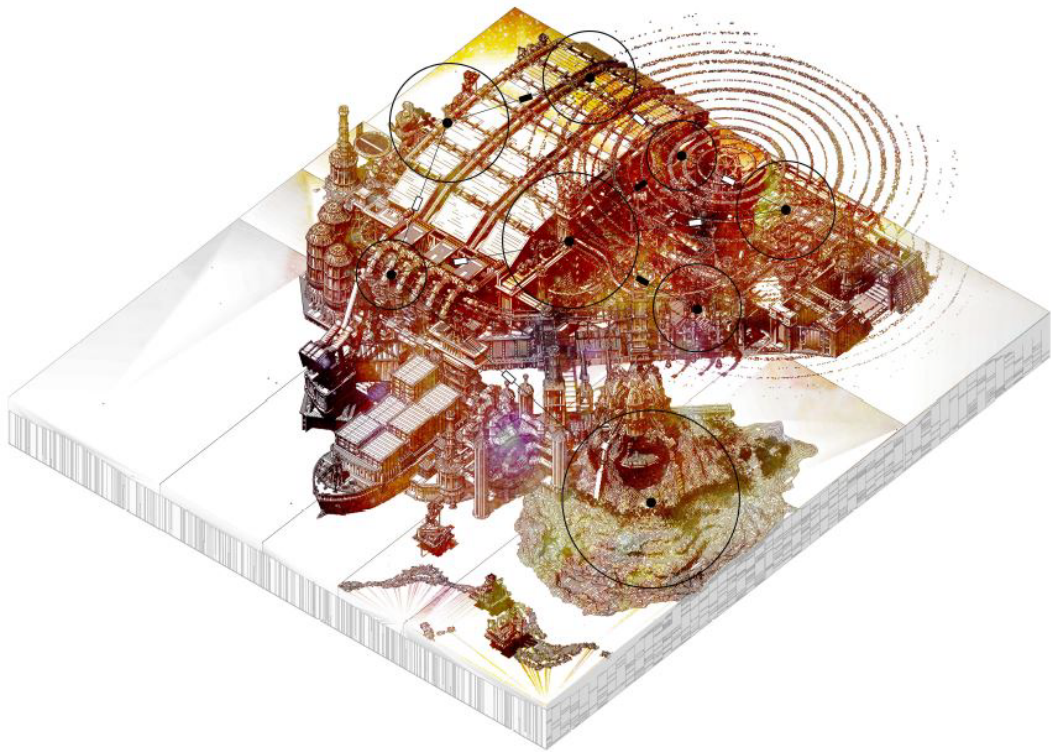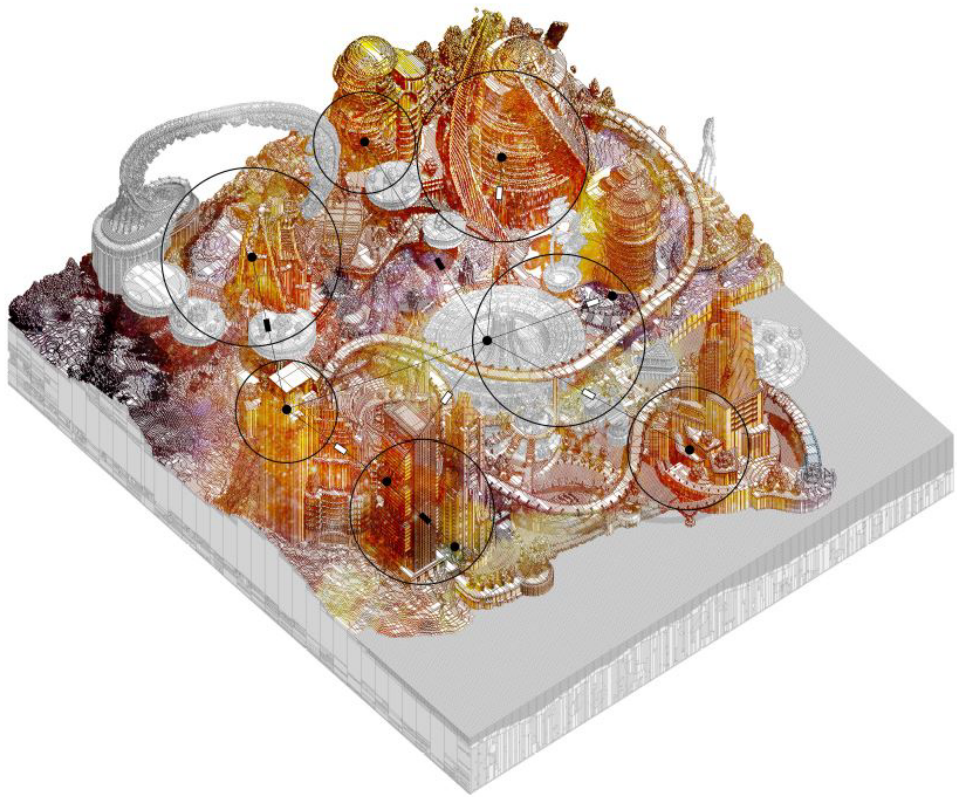
THE FINAL PRODUCT WILL BE SUBMITTED FOR THE DESIGN COMPETITION

STEP 5|THE EVALUATION

THE LEGIBILITY OF THE BUILT PRODUCT WILL BE
EVALUATED USING KEVIN LYNCH'S FIVE
ELELEMENTS. PLAYERS AND THE ADMINISTRATOR
WILL ADDRESS ANY CHANGES THAT NEED TO BE
MADE AFTER THE EVALUATION BEFORE
SUBMITTING FOR THE DESIGN COMPETITION.

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Unreal Urbanisms
User Generated Virtual Cityscapes

The virtual environment is the digital manifestation of user's transnational image of the city. It is an image conceived through small scale and short term interventions that prompt experimentation and iteration. Its development is implemented solely through active participation, community engagement and crowd sourcing. Adversely, planning experimentation in the built environment is a climate that conceives slow, costly and unimaginative progress. Unreal Urbanisms contends that cities in the built environment can use the User Generated image of city created in virtual environments to reinvent and reimagine the design of the urban environment

The objective of creating cities in a Massive Multiplayer Online virtual environment is to reform the collaborative process of idea generating in city planning by facilitating player agency in its design. In the absence of reality (ie. Gravity, atmospheric conditions and governance) the computer-generated environments produced in this experiment are to be analyzed as simulations rather than absolute and direct substitutions for the built environment. In his book The Image of The City, Kevin Lynch contends that the legibility of a City's image is based on the "public Image" or areas of agreement with which might be expected to appear in the interaction of a physical environment. These areas of agreement are categorized into five elements: The Node, Path, Edge, District and Landmark.

As virtual cities are made in the transnational image of physical cities the same claims about legibility, public image and the five elements of a city's can be asserted to virtual environments, however; the bottom up approach to building these virtual cities means the appearance, use and interplay of these elements will operate differently. The research of the virtual cities featured on Unreal Urbanisms will be executed in methods similar to the experiments conducted by Kevin Lynch. The first method will be field research in which we navigate the city and map out my own ways of movement and legibility of the city's public image. The second method will be to conduct a series of interviews or surveys that ask others exploring the same virtual cities to rely their own interpretations of the city's image. The third and final step involved with the investigation of these virtual cities is to create a series of diagrams that not only locate the 5 elements but also analyze how they interact with each other conveying them as a network rather than objects in a field.

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