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OLYMPIC GARDENS
after the games

OLYMPIC GARDENS

—— after the games ——

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Submitted

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Syracuse University School of Architecture

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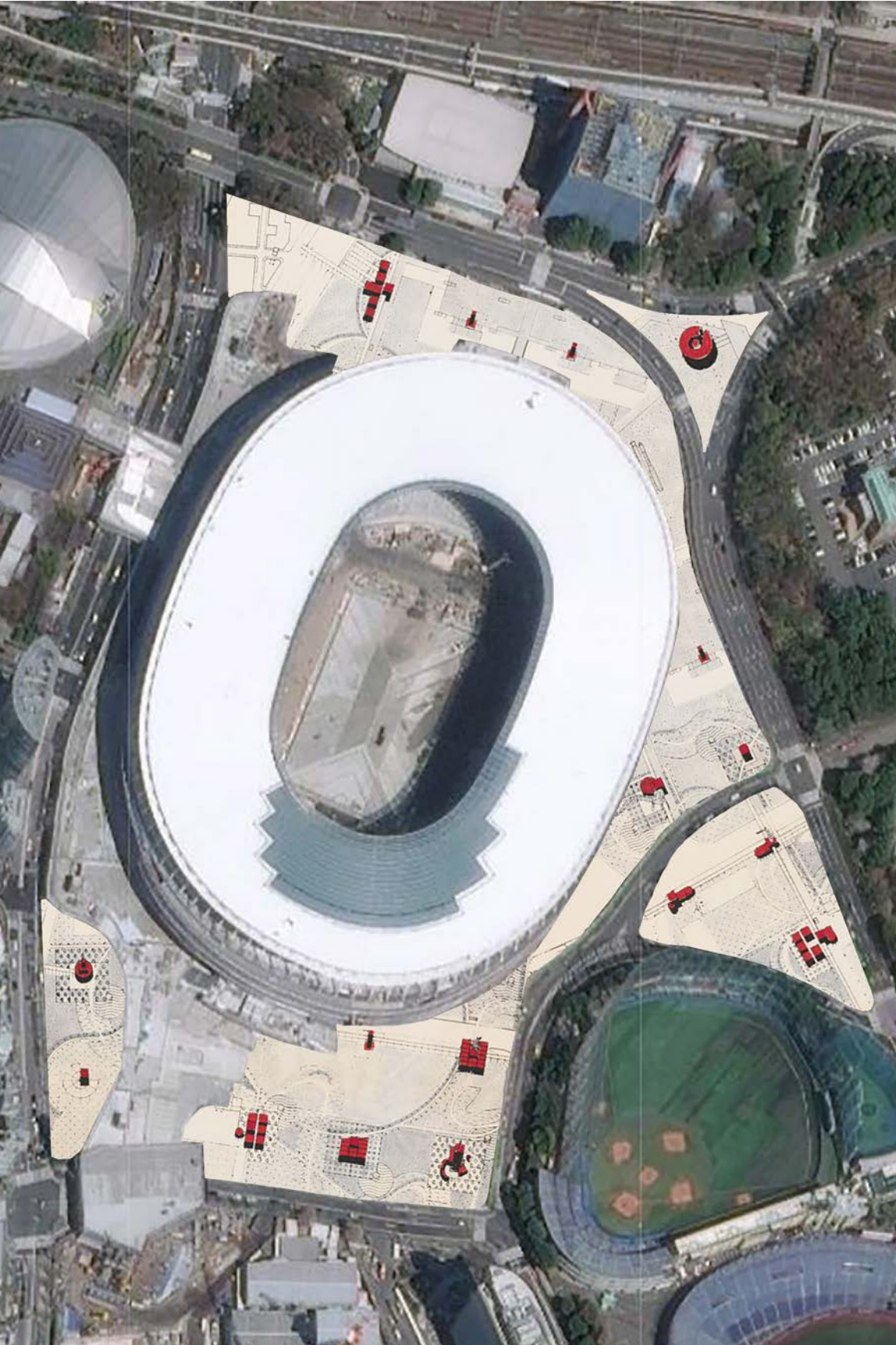


fig 10.1.00

urban folly as fractured grid experiment, tokyo national stadium

CLAIMS

THE OLYMPIC GAMES serve as a physical and symbolic assembly of cultures and people across the world: an event which requires the construction and renovation of host cities to accommodate demanding spatial and programmatic requirements. These Olympic Parks have the ability to dramatically alter the infrastructure and image of a host city, especially through the development and implementation of their post-Olympic legacy plans.¹

Sites such as the *London 2012 Summer Olympics* serve as 'successful' examples of legacy planning, in which the temporary permanence of the Games is reflected in the transition of the site into the *Queen Elizabeth Olympic Park*. The issue; however, lies in this transition from temporary Games to permanent functions. While large-scale structures remain visible as icons in the urban landscape, the construction of these new legacy spaces during the transition often restricts public access to the site and produces a sensation of disorientation upon their re/opening.²

¹ *Olympic Legacy*. Lausanne: International Olympic Committee, 2012.

² Ferreri, Mara and Trogal, Kim. "This is a Private-Public Park." *City 22*, no. 4 (2018): 510-526.

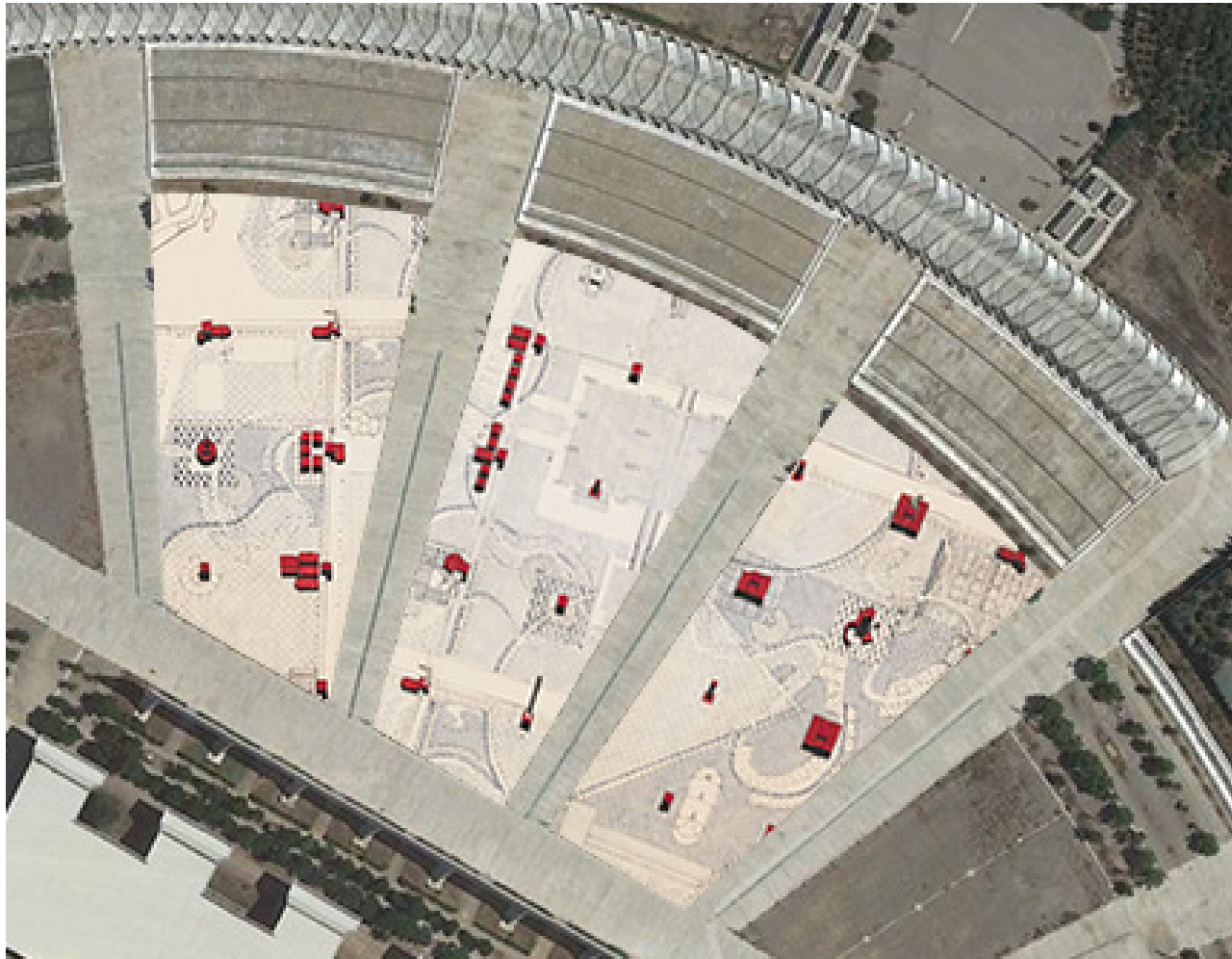


fig 8.6.03

urban folly as stabilizing field, athens olympic park

Olympic Gardens: After the Games seeks to explore the design of new, small-scale urban interventions in Olympic Parks as a means to enable a more successful transition from temporary use to permanent legacy status.

These interventions will be informed by the historical, cultural, and contemporary conditions of the garden, which will provide strategies and insight regarding ideas of boundary, temporality, and flexibility. Additionally, case-studies of 'successful' and 'failed' Olympic legacies are being conducted in order to better understand their urban conditions and architectural strategies which could be reappropriated or all-together avoided.

This thesis attempts to answer the following questions:

How can the production of adaptable permanent structures be usefully incorporated into the existing urban fabric, history, and landscape of a city vis-à-vis the garden?

What planning strategies from successful Olympic gardens and legacy plans can be applied to future parks in order to reinvigorate and transform the site?

How can the idea of the boundary (informal and formal, constructed and 'natural') inform the degree of "publicness" required of the highly secure, though temporary, program of the Olympic Games?

How might smaller strategies from urban follies and larger strategies from the urban garden and landscape be combined and rescaled to produce an integrated architecture?

The combination of these studies with the extensive research on gardens and landscape theory will provide the basis to produce a functional and accessible space: one which can both embody the legacy of the Olympic Games while accommodating new and adaptable programming within the urban landscape to mitigate the transition to after-life use.

BACKGROUND

OLYMPIC GARDENS: AFTER THE GAMES begins with an intense study of landscape and the garden. Through a collection of readings and assignments set by the thesis advisory group, *Gardens + The Architectural Imaginary*, the garden serves as a foundational design tool (and design feature) of the thesis project.

In addition to research on the historical, theoretical, and contemporary conditions of the garden, the thesis investigates the architectural and landscape conditions of the Olympic Games. Specifically looking into issues including Olympic Legacy, Olympic Gardens, and urban interventions associated with Olympic Parks, the project aims to understand ways in which these subjects can be studied, analyzed, and reapplied in the context of a new architectural design. This combined research into gardens and the Olympic Games serves as a foundation for the thesis design project, providing strategies and ways of thinking which will inform the production of a new architecture.

The Garden

The historical, theoretical, and contemporary conditions of the garden present a variety of architectural issues and elements, including:

The Boundary
The Horizontal Surface
Urban Regeneration

THE BOUNDARY can exist as a physical or implied piece of landscape, and its existence as a foundational element of the garden serves to generate the exclusive and inclusive qualities of the space.³

THE HORIZONTAL SURFACE can be transformed as a means to manipulate larger urban surfaces. Through these alterations, such as thickening or folding, this new perception of the surface provides the potential to design a more fluid and adaptable space.⁴

URBAN REGENERATION exists as a discourse, practice, and outcome. The idea is inherently linked to processes of renewal and remediation, including the reclamation of land (and the garden). In the context of the Olympic Games, regeneration can be utilized as a catalyst for urban change; one which imposes a deadline, and occurs in parallel to urban ambition and macro-environmental factors of the host city.⁵

Combined, these strategies provide a foundational understanding of the garden and its architectural potential relative to urban intervention.

³ Hunt, John Dixon. "What on Earth is a Garden?" in *Greater Perfections: The Practice of Garden Theory*, 14-31. Philadelphia: University of Pennsylvania Press, 2000.

⁴ Corner, James, "Landscape Urbanism" in Mostafavi, Mohsen, Najle, Ciro *Landscape Urbanism: A Manual for the Machinic Landscape*, 58-63. London: Architectural Association, 2003.

⁵ Gold, John and Gold, Margaret. *Olympic Cities: City Agendas, Planning, and the World's Games, 1896-2020*. New York, Routledge: 2017, 217-226.

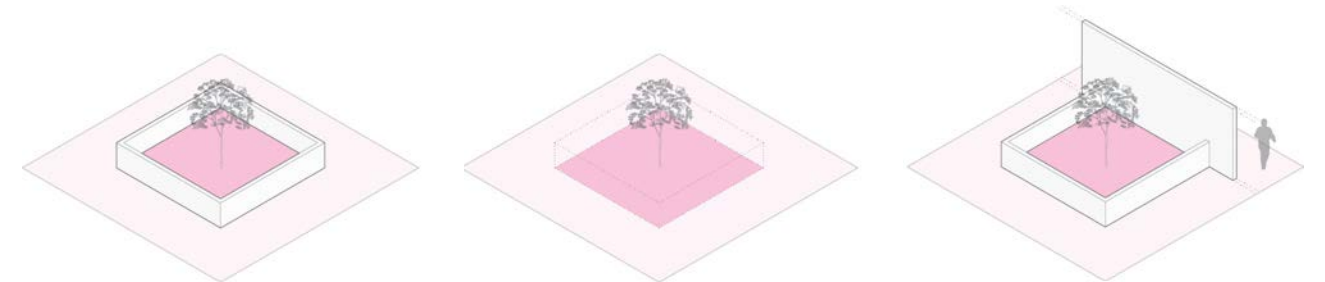


fig 5.2.00 physical boundary fig 5.2.01 implied boundary fig 5.2.02 exclusive boundary

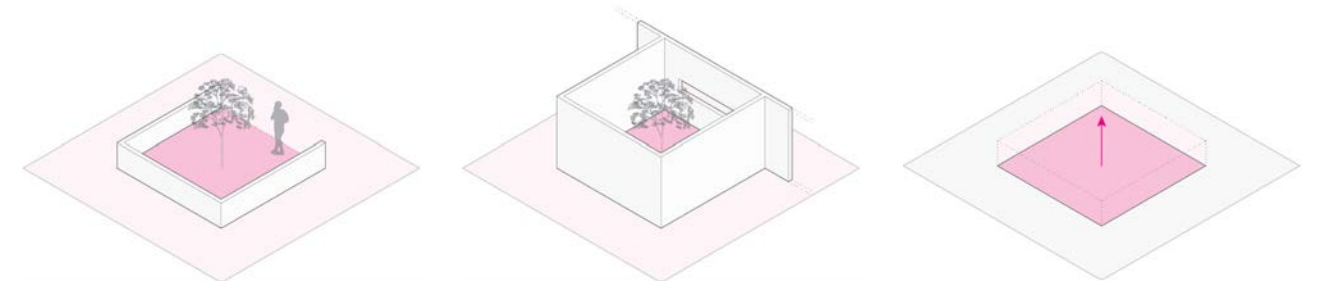


fig 5.2.03 inclusive boundary fig 5.2.04 revealing boundary fig 5.3.00 thickened surface

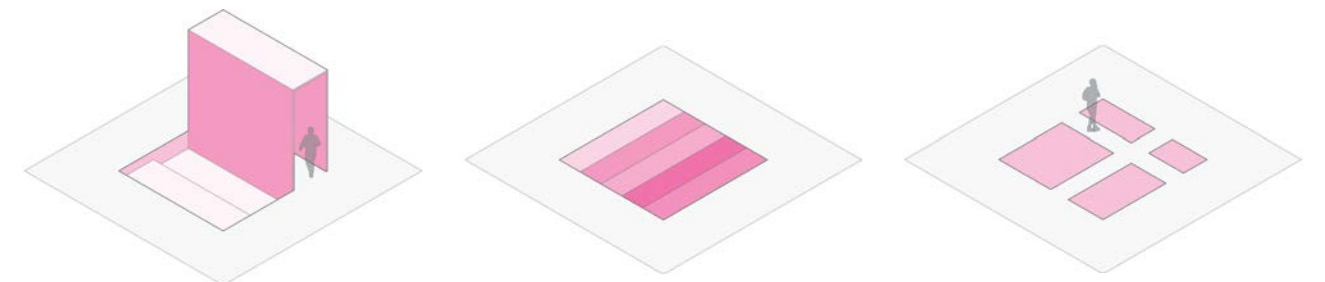
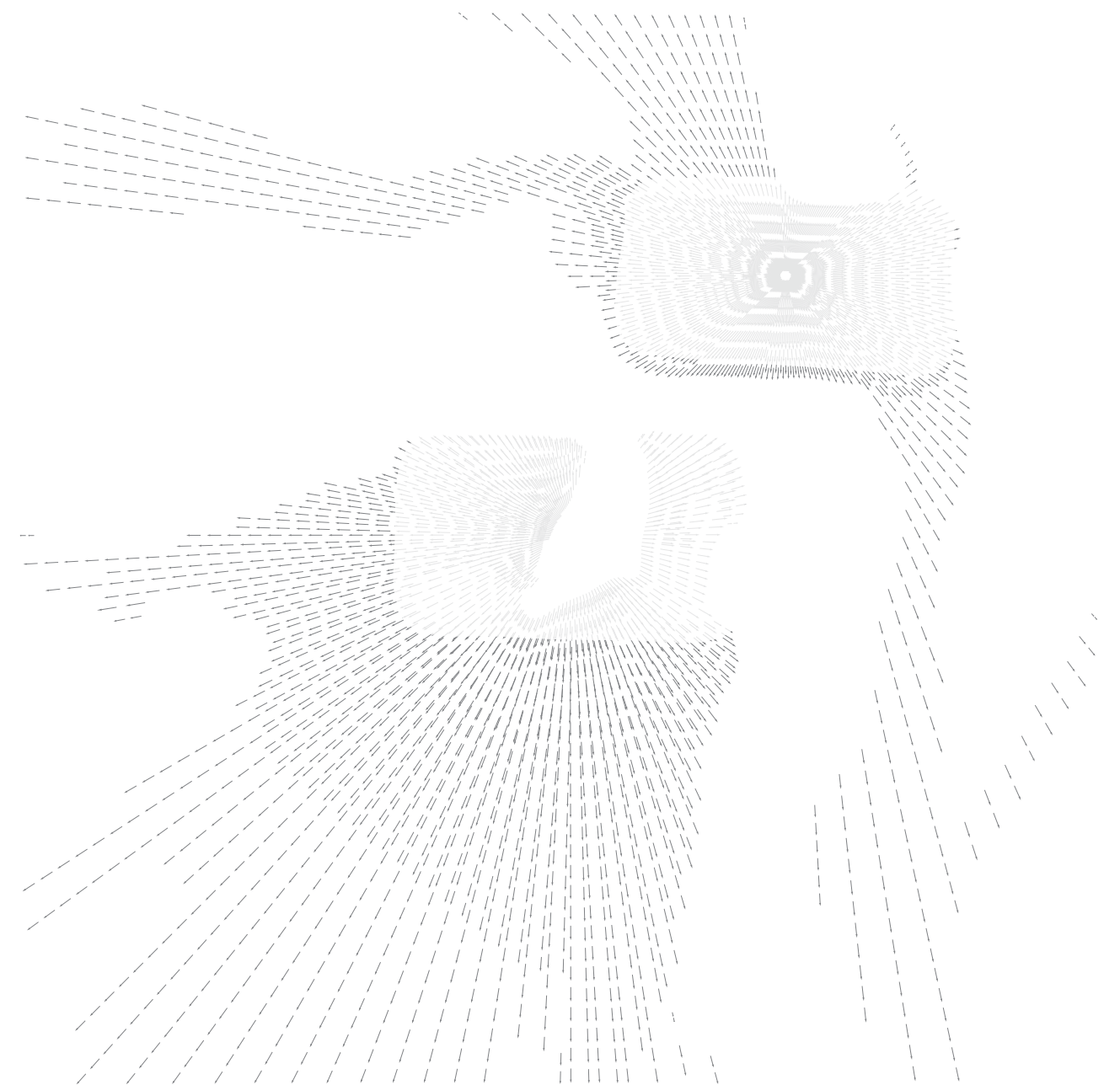
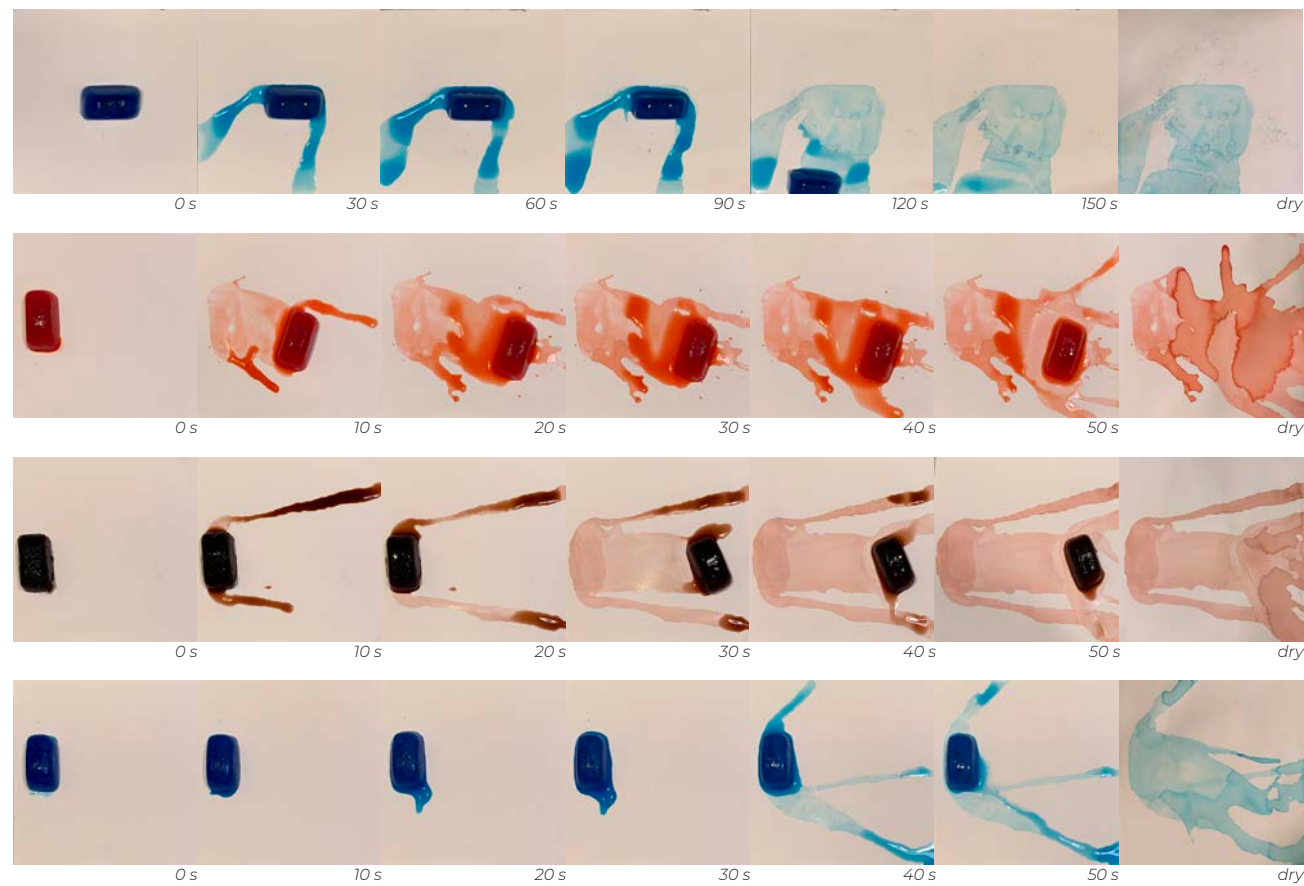


fig 5.3.01 folded surface fig 5.3.02 new material surfaces fig 5.3.04 circulatory surface

Experiment

One idea associated with landscape urbanism is the effect of force on the material order of nature as a means of form generation. The experiment was designed to test and study the effect of one natural force (heat, wind, etc.) on a singular medium. Specifically, I studied the impact of heat on ice, and the way in which intensity and direction of heat altered the de/formation of the ice. The results were photographed and analyzed to produce diagrams of this generative process.



EVALUATION

THE THESIS PROJECT will be evaluated on the following criteria:

The quality and creative adaptation of garden strategies to inform the design of the final architectural product;

The appropriateness of the architectural product in response to the historical, cultural, and social context of the site;

The ability of the architectural product to adapt and accommodate flexible programming;

The strength of the drawings and presentation to convey all design intentions and concepts clearly, and;

The integration of the architectural product within a landscape as a framework for multi-species habitation.

RESEARCH

OLYMPIC GARDENS is not an original idea. The garden has played an essential role in the design of Olympic Park for decades: an integral element of the Park which serves to promote the legacy and sense of place on the site.⁶

The research conducted for *Olympic Gardens: After the Games* is based on extensive reading and case study analysis on Olympic Gardens, Olympic Legacy, "successful" and "failed" Olympic sites, future Olympic Parks, and urban follies, including:

Athens 2004
London 2012
Tokyo 2020

Overall, this research will provide the basis for the design project, providing strategies and historical context for the final architectural product.

⁶Ferreri, Mara and Trogal, Kim. "This is a Private-Public Park." *City 22*, no. 4 (2018): 510-526.

Olympic Legacy

Published in 2012, *Olympic Legacy* details qualities the after-lives of Olympic Games should produce, especially as considered and designed prior to the construction of their sites. The International Olympic Committee (IOC) divides the legacy into five categories,⁷ including:

Sporting
Social
Environmental
Urban
Economic

The environmental pillar was added in 1994⁸, emphasizing sustainability, green spaces, and the revitalization of host cities as tangible legacies (i.e. physical elements, such as gardens, temporary structures, and permanent buildings, whose construction can contribute to the efficiency of the site). Additionally, the Legacy outlines suggestions for buildings within Olympic Parks, including the use of temporary, re-locatable venues which could be disassembled and reutilized elsewhere in the host-country.⁹

Throughout the text, the London 2012 Olympic Park is referenced as an exemplary example of Legacy planning. Specifically, the Park is praised for its transformation of a 100-hectare former industrial complex into a vast public parkland. In addition to the infrastructural improvements, creation of new housing and redevelopment of the site into commercial space, London designed greenspace for both long-term human occupation and habitat for wildlife, including wetland areas, open river banks, and grasslands for native species.¹⁰

⁷ *Olympic Legacy*. Lausanne: International Olympic Committee, 2012: 6.

⁸ *Ibid.*, 18.

⁹ *Ibid.*, 10.

¹⁰ *Ibid.*, 23.

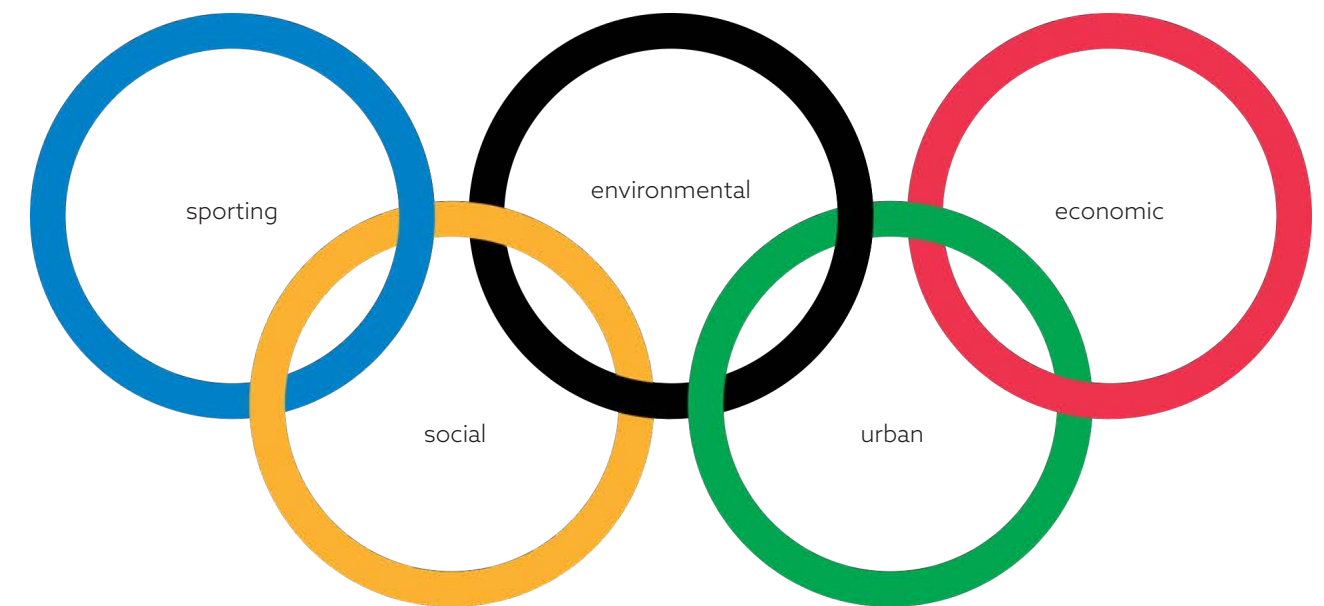


fig 7.3.00

pillars of olympic legacy

“Some of the most tangible legacies of this nature are the regenerated and enhanced sites within the host city. In a number of cases, abandoned or derelict urban areas are reclaimed and rehabilitated to provide land for the development of Olympic venues. Often these sites are revitalized with the creation of public parks and green spaces around the venues for community enjoyment...”¹¹

¹¹ *Olympic Legacy*. Lausanne: International Olympic Committee, 2012: 19-20.

Re/Defining

garden, n. /gärd(e)n/

(1) a piece of ground, usually enclosed, where flowers, fruit, or vegetables are cultivated;

(2) an enclosed park or grounds ornamented with plants and trees, or with other displays or exhibits, used for public recreation or entertainment;¹²

(3) a relatively small space of ground, normally out-of-doors, deliberately related through various means to the locality in which it is set: by the invocation of indigenous plant materials, by various forms of representation or other forms of reference to that larger territory, and by drawing out the character of the local site;

(4) a space distinguished in various ways from the adjacent territories in which it is set, either with some precise boundary or set apart by the greater extent, scope, or variety of its design and internal organization;

(5) the most sophisticated or refined version of a place-making activity within the arts;

(6) a space dependent on natural materials, at best ever-changing, but at worst destined for dilapidation and ruin from their very inception.¹³

¹² "garden, n." *Oxford English Dictionary*. Accessed Nov 17 2020

¹³ Hunt, John Dixon. "What on Earth is a Garden?" in *Greater Perfections: The Practice of Garden Theory*, 14-15. Philadelphia: University of Pennsylvania Press, 2000.

olympic, adj. /ō'limpik/

(1) of or relating to the plain of Olympia in Elis, southern Greece, or (esp.) the Olympic Games which were held there in classical times;

(2) any activity engaged in competitively, at an advanced level, or to an excessive degree.¹⁴

olympic garden, n. /ō'limpik-gärd(e)n/

(1) an extensive landscape and compelling urban destination for local, national and international visitors;¹⁵

(2) a landscape of spectacular celebration of contemporary horticulture and planting design focused on native biodiversity and ecological approaches to explore horticultural diversity.¹⁶

urban folly, n. /er-ben-fälē/

(1) an architecture that can contribute to urban regeneration with the function of a public space being beyond that originally entailed in the definition of a folly;¹⁷

(2) microcosms for larger ideas about public space which both subtly and aggressively occupy space and time.¹⁸

¹⁴ "olympic, adj." *Oxford English Dictionary*. Accessed Nov 17 2020.

¹⁵ "South Park Plaza." *James Corner Field Operations*. Accessed Nov 17 2020.

¹⁶ "Olympic Park London." *Willerby Landscapes*. Accessed Nov 17 2020.

¹⁷ Lee, Min Jung and Lee, Dong-Eon. "An Interpretation of the Urban Folly." *Architectural Research* 18, no. 4 (Dec 2016): 160.

¹⁸ Khalili, Parsa and Maymind, Alexander. "Urban Follies: Technology and the Apolitical." *Log* 1, no. 18 (Winter 2010): 119-120.

PRODUCTION

THE PREPARATORY RESEARCH will serve as the foundation for the design of the final architectural product. Through the case studies of existing Olympic Parks, planned Olympic Parks, and urban follies, in addition to the theoretical and historical research conducted on the Olympic Legacy and the garden, strategies will be developed to inform the production of a successful urban intervention.

The ultimate goal of this research and preparatory work will be to produce a series of small-scale urban interventions (as informed by the many conditions of gardens and urban follies) within the Tokyo 2020 Olympic Park. These interventions will serve as adaptable built forms which would facilitate the transition from Games to post-games Legacy status. The lessons learned from the garden, urban, and folly strategies will be rescaled and reapplied in order to produce a regenerative architectural product; one that will integrate the garden to provide a more efficient and successful Olympic garden after the games.

London 2012

Considered one of the most 'successful' examples of Olympic Legacy planning, the London Master Plan, which included plans for the transition of the site to Queen Elizabeth Olympic Park (QEOP) was developed by the following architects:

Allies and Morrison
EDAW
Populous
Foreign Office Architects

Additionally, two parks on the Olympic site were developed by the following landscape architects:

Hargreaves Associates (North Park)
James Corner Field Operations (South Park)

The main goal of the design was to regenerate Stratford in East London, providing a new focus on the area and increase public transport access.

Conceptually, the site was planned as a series of rings around a central public concourse. This allowed the Master Plan to be respectful of the existing topography and Thames river, which directly intersected the once industrial complex.

Overall, the expected timeline for completion is 2030, in which the QEOP will be fully opened for public use.¹⁹

¹⁹ "Playing the Long Game." *London's Olympic Legacy*, Allies and Morrison. Accessed Nov 09 2020, <https://www.alliesandmorrison.com/projects/londons-olympic-legacy>.



fig 7.2.08 pre-games site (2003)



fig 7.2.09 olympic games (2012)



fig 7.2.10 olympic legacy (2030)

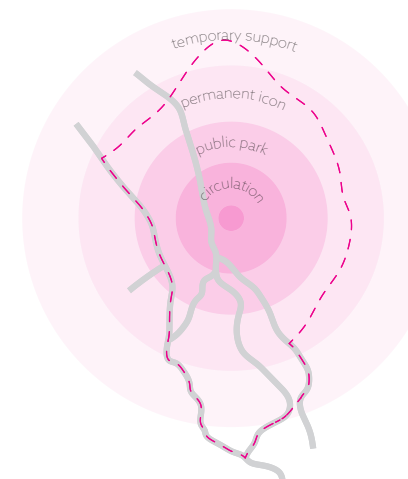


fig 7.2.15 london ring planning

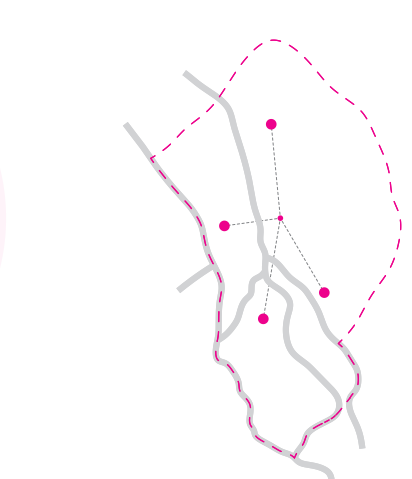


fig 7.2.16 london nodal icons

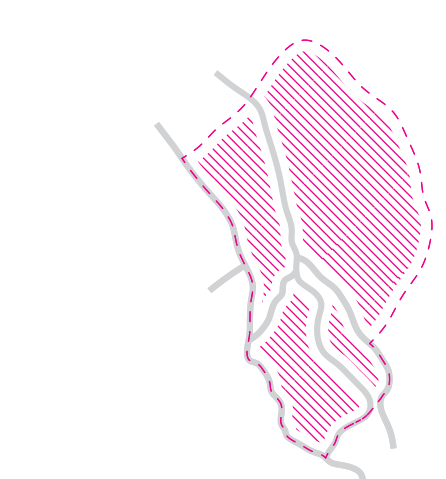


fig 7.2.17 london landscape infill



fig 7.1.05 stepped landscaping



fig 7.1.07 olympic nations garden



fig 7.1.08 greenway

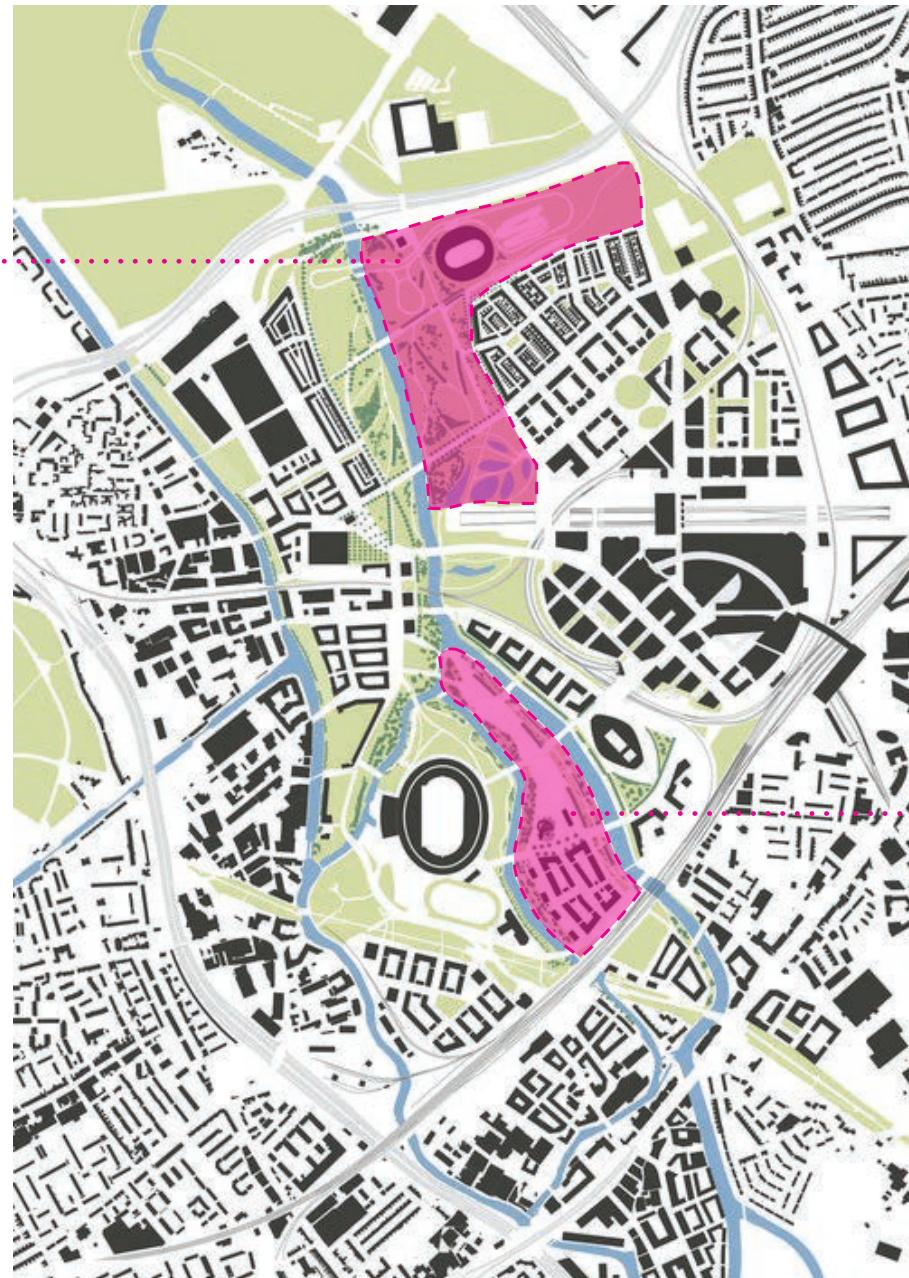


fig 7.2.18 london's olympic gardens



fig 7.4.00 overall site



fig 7.4.06 the hub



fig 7.4.07 the gateway

Athens 2004

Considered one of the greatest 'failures' of Olympic Legacy planning, the Athens Olympic Sports Complex was reinvigorated for the 2004 Olympic Games by architect Santiago Calatrava.

Calatrava's original intention was to design structures which reflected the history of Greece and its national identity, while maintaining his trademark design features of white-smoothness and thin structure. The final result was a series of iconic structures which were easily identifiable and produced an instant monumentality; however, due to the decline of the site, these once-monuments now serve as reminders of the loss of the Games, rather than as monuments of legacy.²⁰

²⁰ Wergeland, Even Smith. "When Icons Crumble." *Journal of Design History* 25, no. 3 (2012): 304-318.



fig 8.1.01

athens olympic sports complex

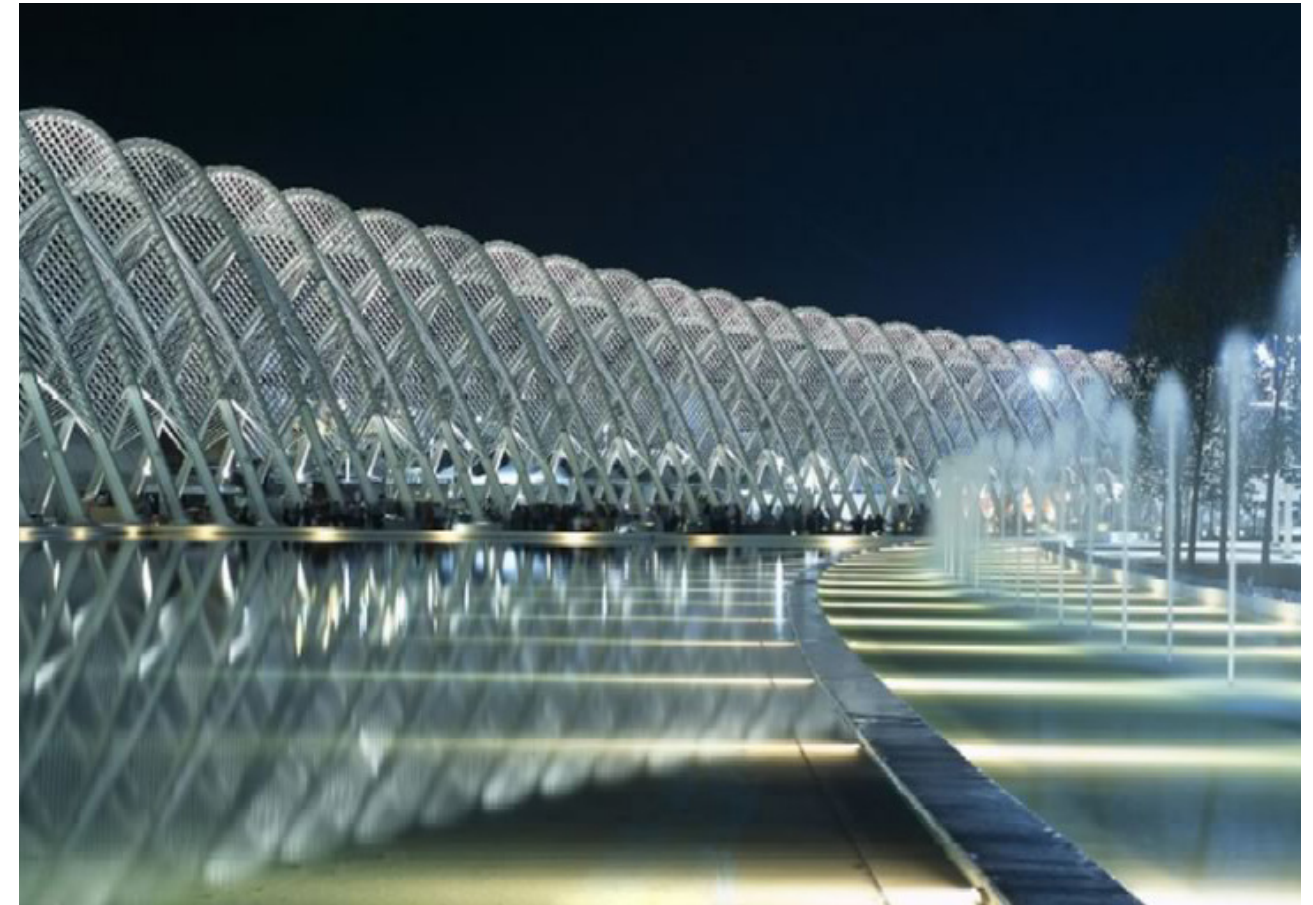


fig 7.5.04

athens agora

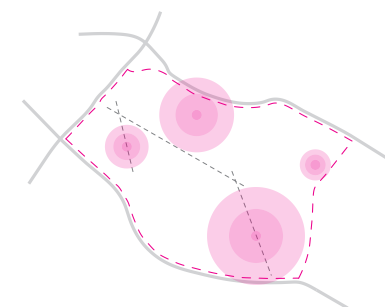


fig 8.1.02

athens zone planning

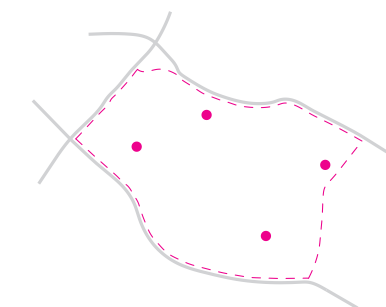


fig 8.1.03

athens nodal icons

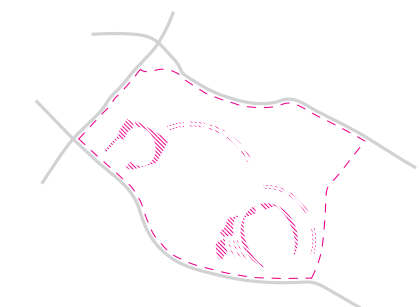


fig 8.1.04

athens landscape infill



fig 7.5.03

athens velodrome (2004)



fig 6.2.02

athens velodrome (2020)

*"The problem is that the OAKA was not really designed for a life after the Olympics. This factor is the primary reason why the OAKA never experienced a successful transition from Olympic to post-Olympic mode... The heavy reliance on vulnerable elements like smooth surfaces and the cultural and visual qualities of the white colour makes the demise of Athens 2004 more obvious and articulate than in any other Olympic example. The architecture is not the direct cause of the site's downfall, but it does represent the physical, visual and symbolical manifestation of it."*²¹

²¹ Wergeland, Even Smith. "When Icons Crumble." *Journal of Design History* 25, no. 3 (2012): 317.

Tokyo 2020

Designed as a series of scattered facilities, the Tokyo 2020 Olympic Games does not have an architectural masterplan. Instead, icons such as the new National Stadium and National Aquatic Center were designed independently from one another under the Tokyo Metropolitan Government (TMG), often replacing structures designed and built for the 1964 Olympics which occurred in the city. Architects contributing to the design of the scattered park include:

Kengo Kuma and Associates, Japan National Stadium (New)
KDG Architecture, Olympic Village (New)
Yamashita Sekkei, Tokyo Olympic Aquatics Center (New)
Gensler Architects, Izu Velodrome (Existing)
Fumihiko Maki, Tokyo Metropolitan Gymnasium (Existing)

Additionally, the TMG looked to the London 2012 Sustainability and Legacy plan for the design of its new Olympic Parks, aiming to minimize the environmental impact of construction, introduce green space into the urban landscape, and attempting to achieve a carbon-neutral Games.

Overall, the Tokyo 2020 Legacy plan includes the revitalization of the heart of Tokyo through physical legacies, which will incorporate a new leisure area and facilities for sports and entertainment in the Bay area. The Olympic Village will also be transitioned into the International Exchange Plaza following the Games, serving as a hub for international exchange research, events, and cooperative projects.²²

²² "Tokyo 2020 Action and Legacy Plan 2016." *The Tokyo Organizing Committee of the Olympic and Paralympic Games*. July 2016.



fig 9.1.07

broader tokyo site plan



fig 10.3.00

zones of tokyo olympics



fig 10.3.01

planning around the olympic village

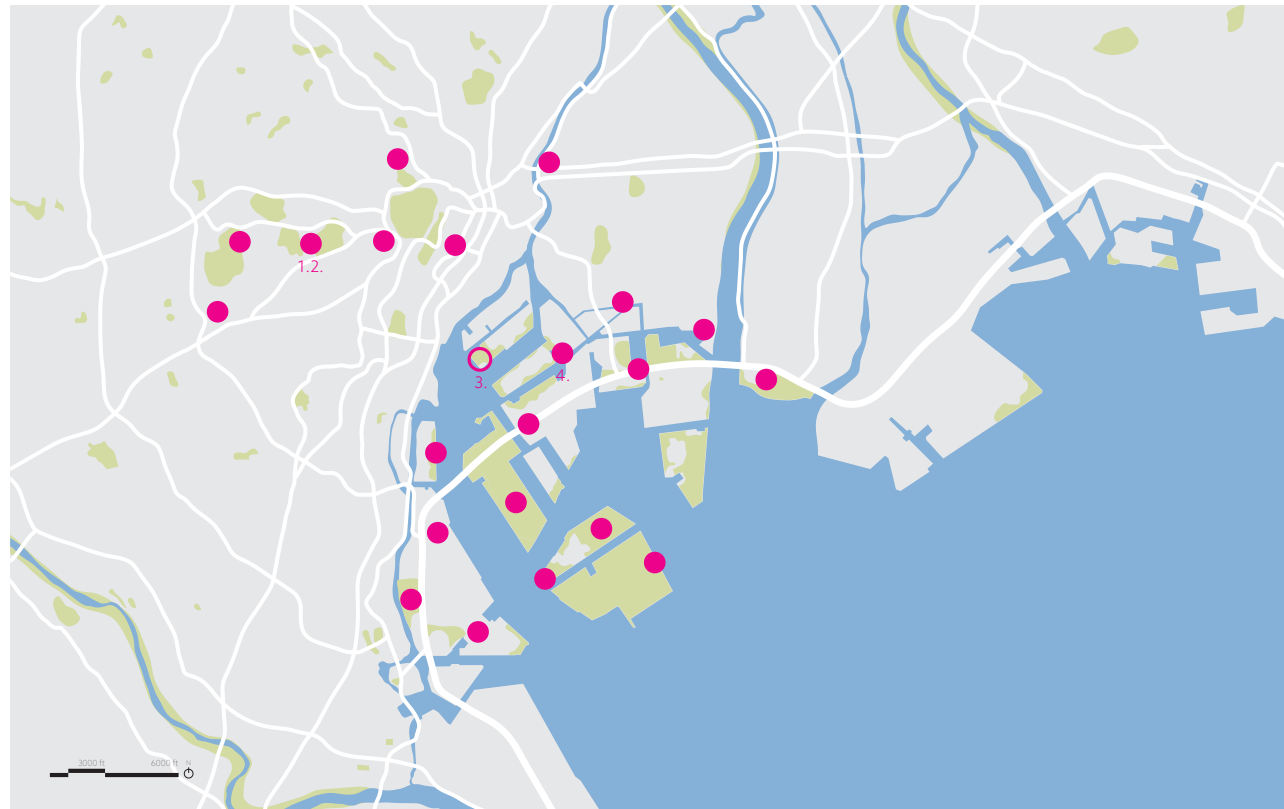


fig 9.1.07

scattered icons of tokyo olympics



fig 9.3.00

1. tokyo national stadium



fig 9.4.00

2. metropolitan gymnasium



fig 10.4.02

3. olympic village



fig 9.5.00

4. aquatics center

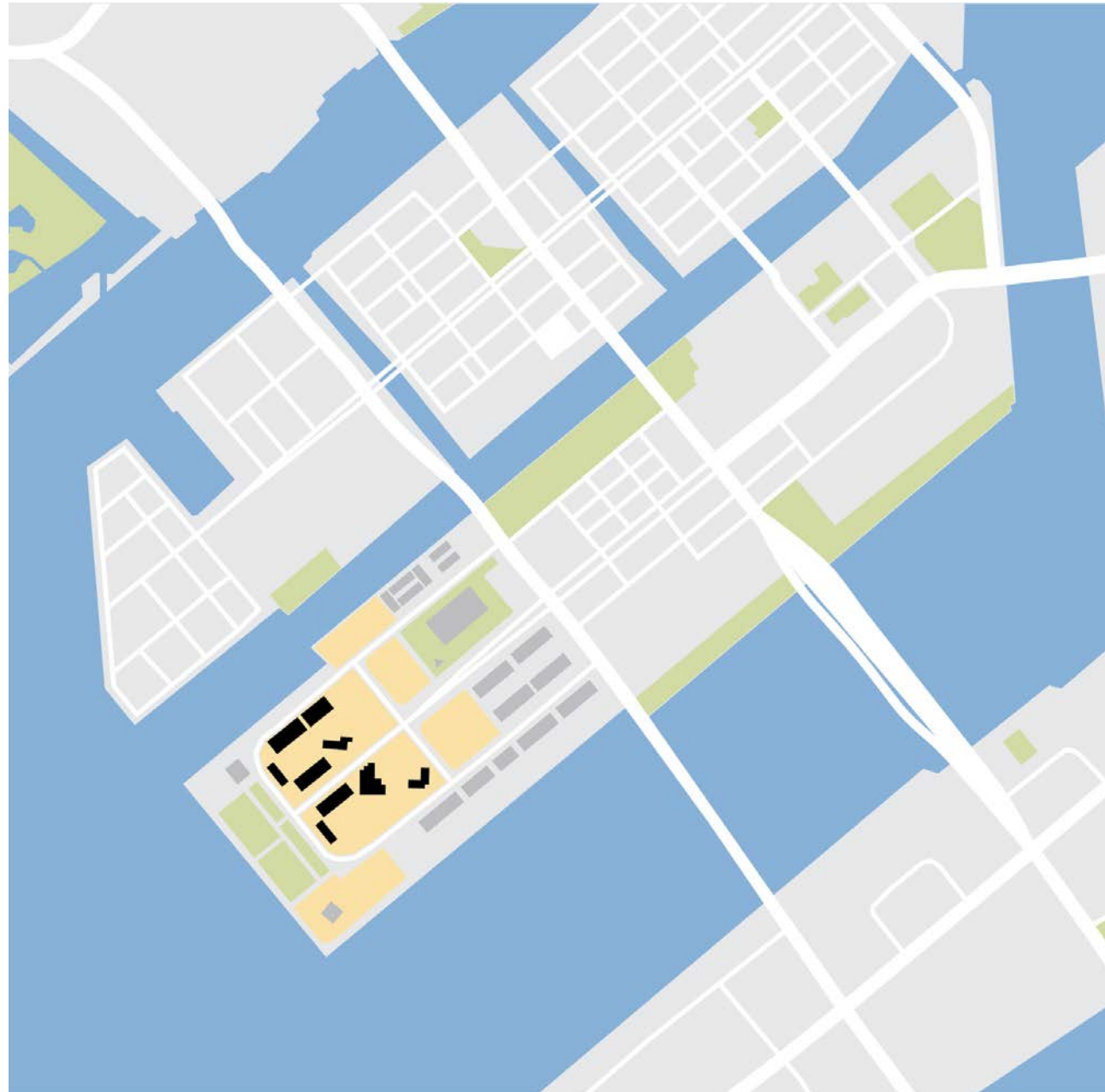


fig 9.1.08

potential site: olympic village in the bay area



fig 9.1.06

potential site: national stadium in the heritage zone

Urban Follies

The urban folly takes from 19th century English garden design, in which a folly represented an inert object in the landscape: one which was not for human use, but instead for human experience (often presented as ruins to invoke ideas of the past and sensations of the present).

In placing these objects in the urban landscape, there is a new understanding of the folly as an occupiable object which layers time, utilizing the past to inform and interact with the present, while simultaneously projecting into the future.

The 2012 Gwangju Biennale presented an exhibition on the urban folly, installing a variety of urban interventions throughout the city as a means to generate different forms of human interaction. Contributing architects included:

MVRDV, "I Love" Folly
 Dominique Perrault, "The Box" Folly
 NADAAA, "Woven" Folly

These follies utilize a variety of urban intervention strategies which aimed to provide regeneration to an area through the creation of an iconic and usable space. Additionally, the follies were able to create flexible-use spaces within the urban setting through their boundless-boundaries, as well as other small-scale strategies; an unstructured mechanism which transcended the structured urban space in which the follies were situated.²³

²³ "Folly & Everyday Life." *Gwangju Folly 3*. Accessed Nov 15 2020, <http://gwangjufolly.org/en/folly-iii/concept/>.



fig 8.2.00



fig 8.2.03



fig 8.2.04

"i love" folly



fig 8.3.00

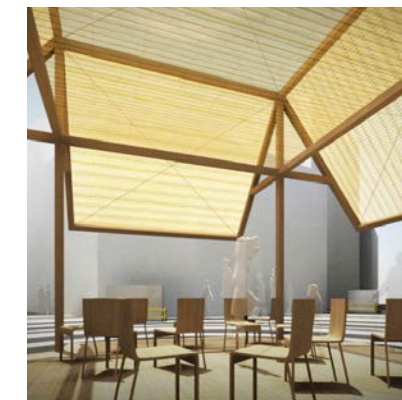


fig 8.3.02



fig 8.3.03

"the box" folly



fig 8.4.02



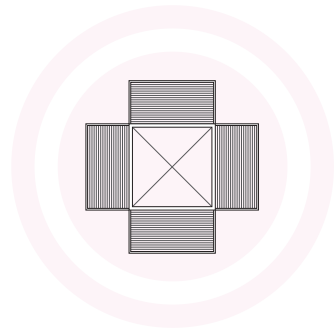
fig 8.4.04

"woven" folly

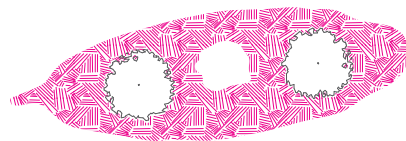


fig 8.4.02

Project "I Love" Folly
Architect MVRDV
Scope ~10,000 sq ft
Strategies Multiple Pavement Types
 Viewing Platform



Project "The Box" Folly
Architect Dominique Perrault
Scope ~150 sq ft
Strategies Colored Ground Condition
 Permanent Seating



Project "Woven" Folly
Architect NADAAA
Scope ~400 sq ft
Strategies Free Ground Plane
 Incorporates Nature

*"Urban Follies do not necessarily seem to be inspired by specific objects, rather, they employ universal social values, usually promoted by the concept of the public...Urban Follies are independently and interdependently precursor of the different layers of time in the past. [Their introduction as elements in the urban landscape] further become part of the citizens in the present."*²⁴

²⁴ Lee, Min Jung and Lee, Dong-Eon. "An Interpretation of the Urban Folly in Gwangji, South Korea Through the Lens of Contextual Novelty." *Architectural Research* 18, no. 4 (Dec 2016): 157-164.

Summary of Strategies

These diagrams serve as a summary of design strategies found in the case studies conducted on existing Olympic sites and urban follies, in addition to the strategies and lessons learned from the historical and theoretical study of the garden. The strategies will be rescaled and reappropriated for the final design project as a means to produce a regenerative urban intervention in Tokyo, specifically within the Olympic Park.

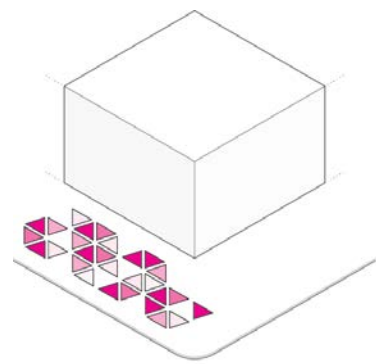


fig 8.7.00 multi-function ground

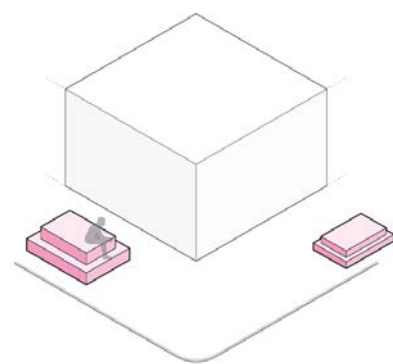


fig 8.7.01 adaptable platforms

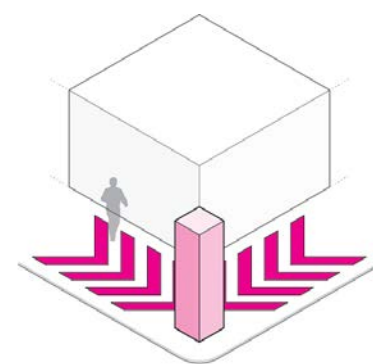


fig 8.7.02 directional design

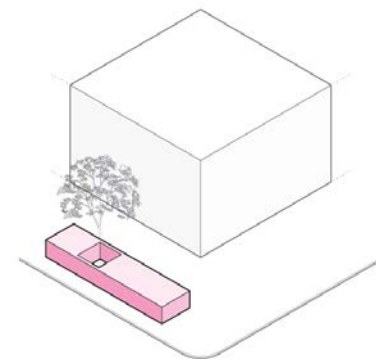


fig 8.7.03 integrated nature

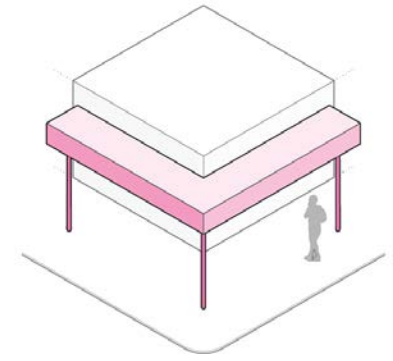


fig 8.7.04 free ground-plane

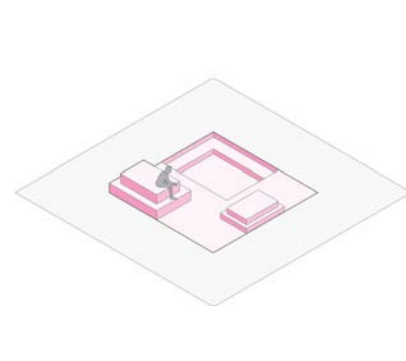


fig 5.3.03 multi-functional ground

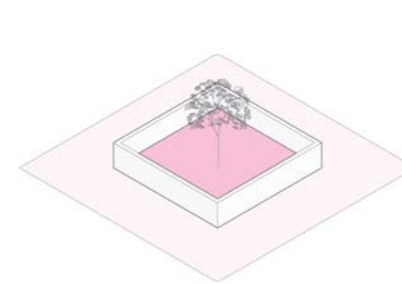


fig 5.2.00 physical boundary

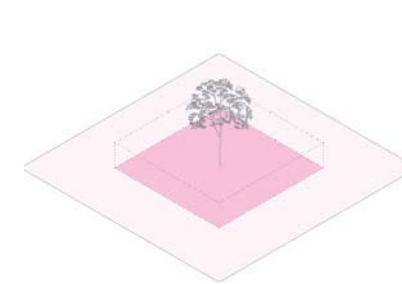


fig 5.2.01 implied boundary

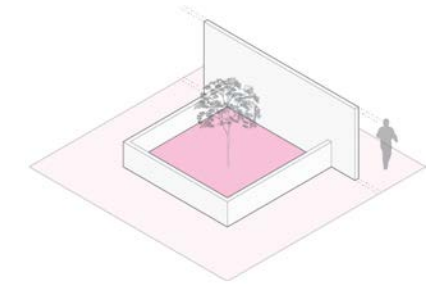


fig 5.2.02 exclusive boundary

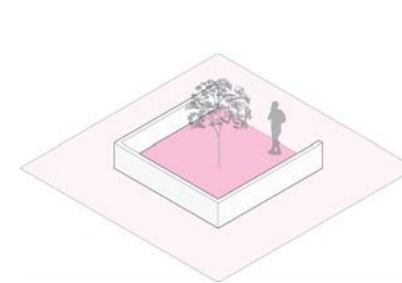


fig 5.2.03 inclusive boundary

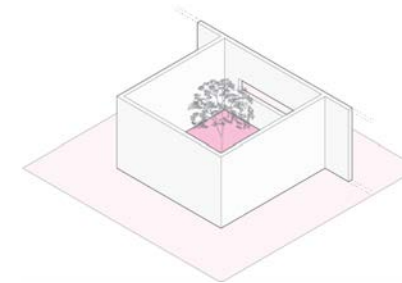


fig 5.2.04 revealing boundary

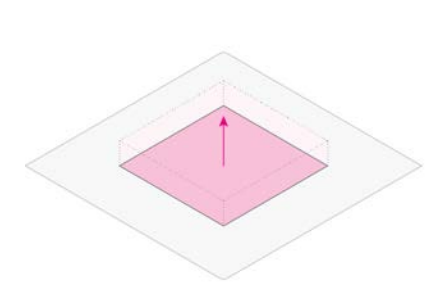


fig 5.3.00 thickened surface

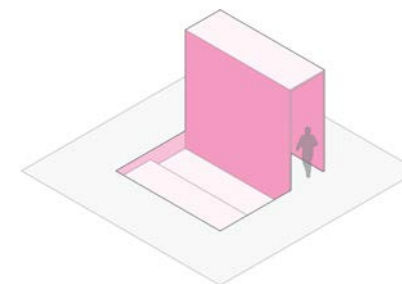


fig 5.3.01 folded surface

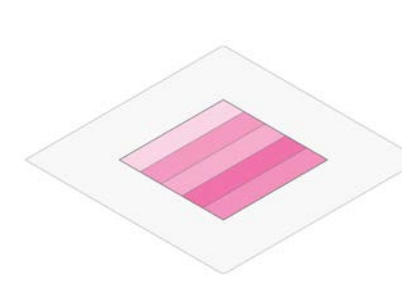


fig 5.3.02 new material surfaces

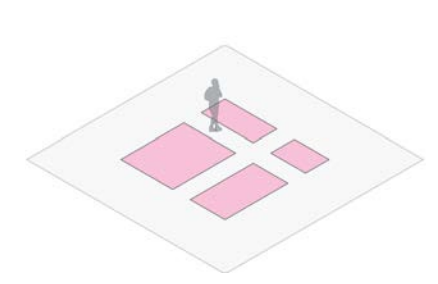


fig 5.3.04 circulatory surface

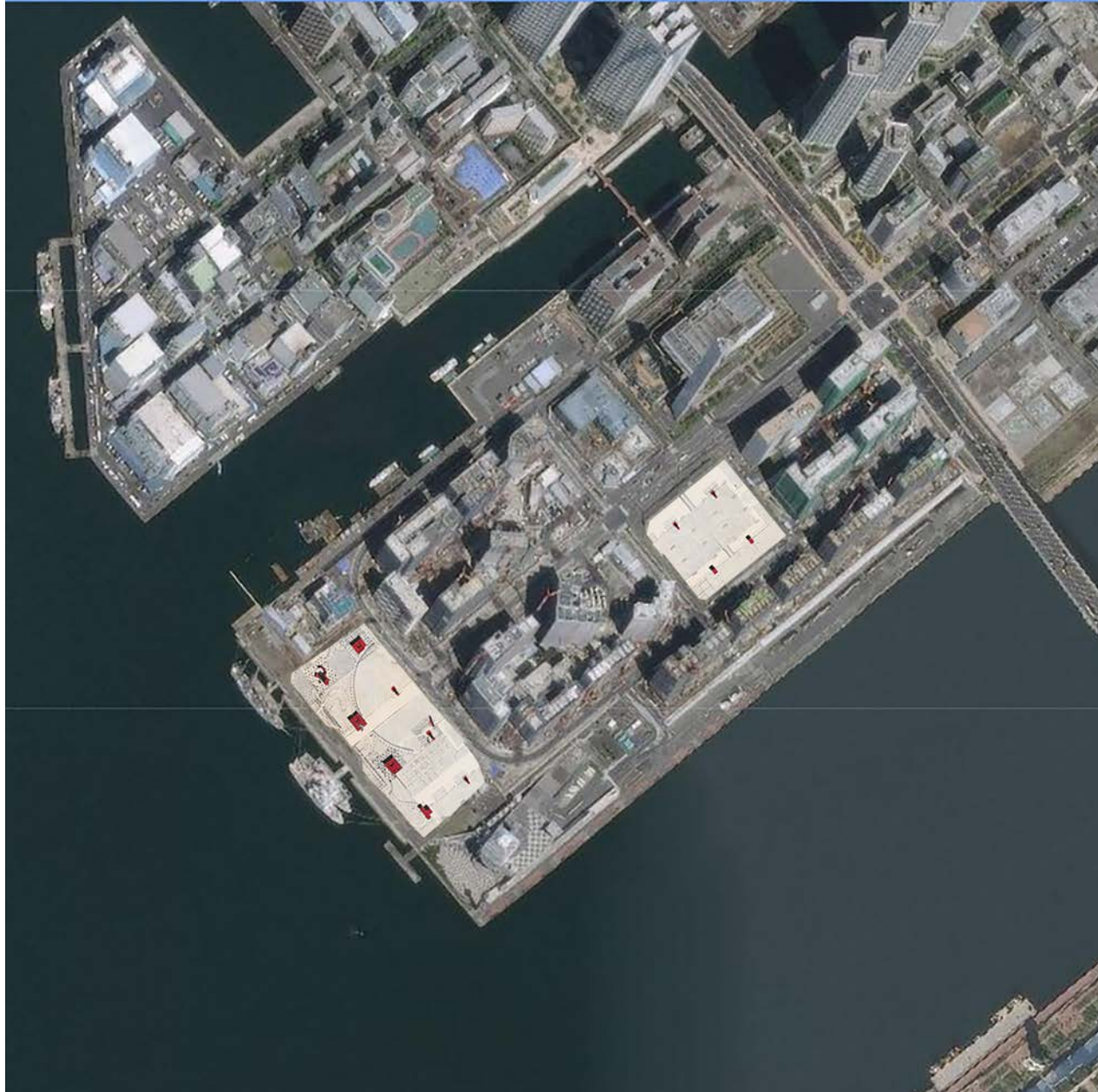


fig 10.1.01

urban folly as microgrid experiment, tokyo olympic village

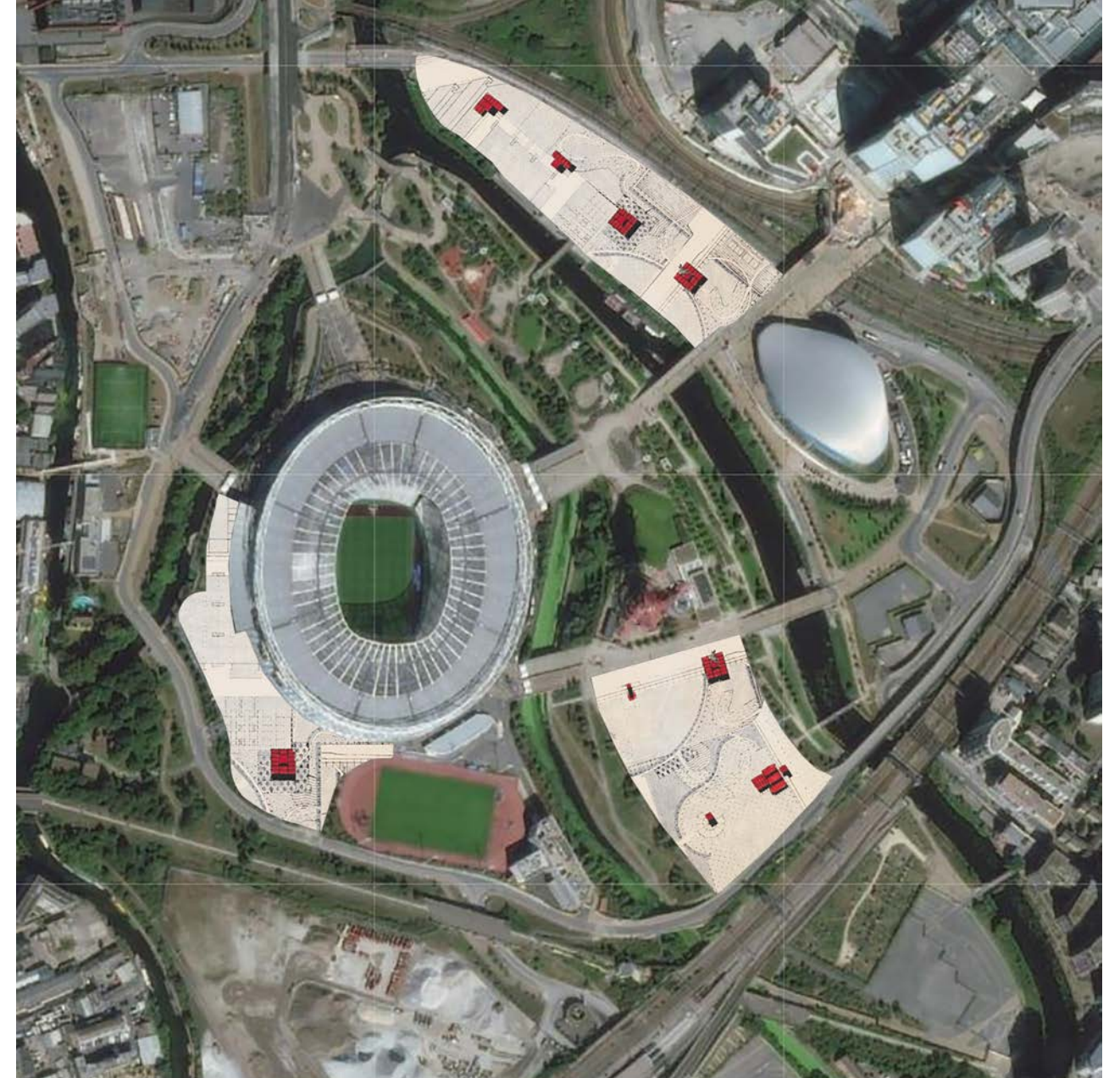


fig 10.2.01

urban folly as microgrid experiment, london olympic stadium

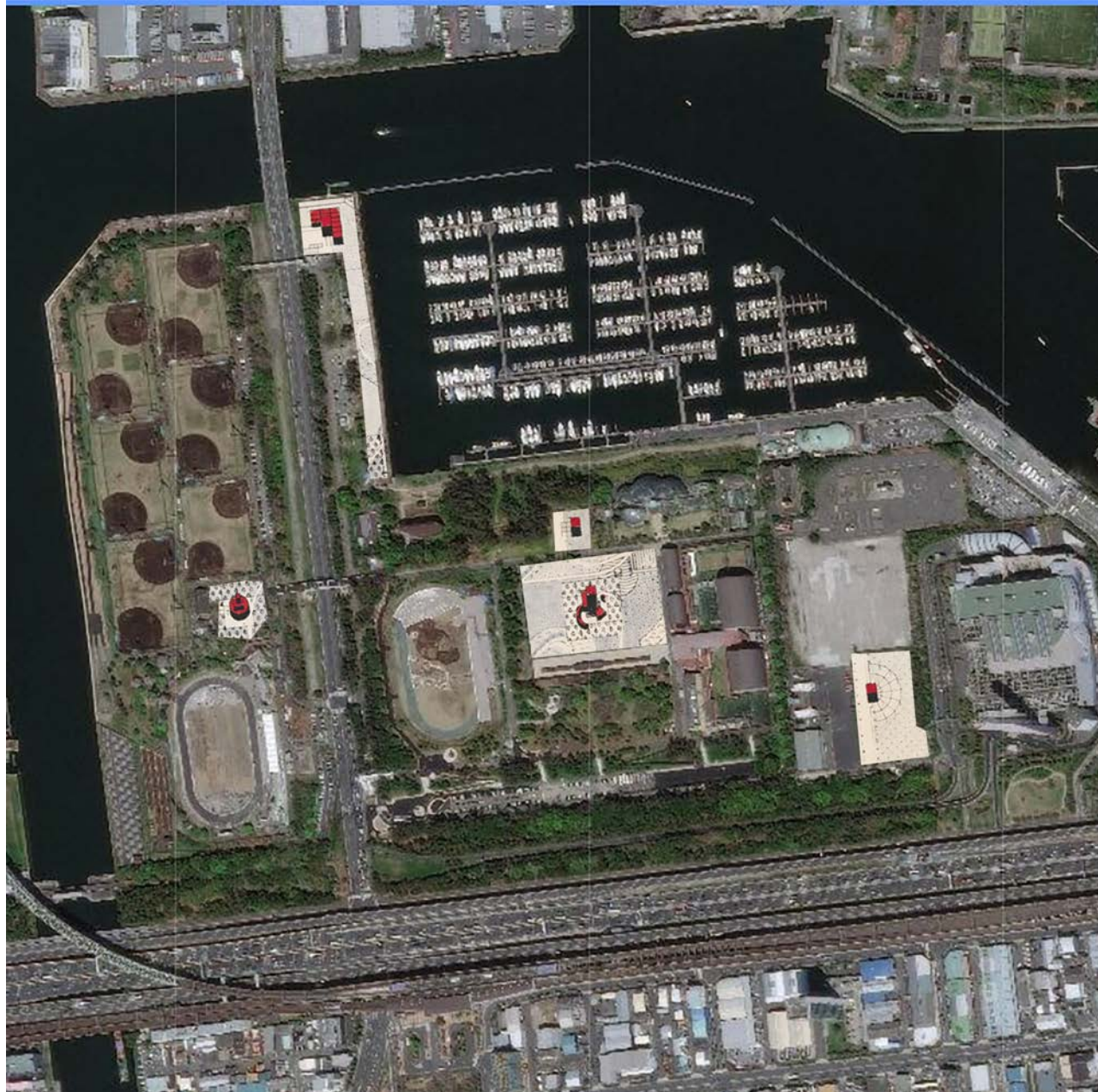


fig 10.1.02 urban folly as independent monument, tokyo archery range



fig 10.2.02 urban folly as independent monument, london velodrome

CONCLUSIONS

THROUGH STRATEGIES LEARNED from the garden, the urban folly, and existing Olympic Parks, as discovered in the historical, theoretical, contemporary, and analytical studies conducted and shown in this book, *Olympic Gardens: After the Games* aims to produce a thoughtful final architectural product: one which will attempt to regenerate the existing urban fabric of the Japan 2020 Olympic Park site for both human and other species occupation.

By rescaling the fixed, flexible, and transformative strategies borrowed from gardens and 'successful' Olympic Legacy plans, the final architectural product will develop a functional and accessible space which can both embody the legacy of the Games while accommodating new and adaptable programming as a means to improve the transition from Games to after-life legacy use.

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This journal article explores the architecture and location of arenas designed to contribute to the revitalization of their economically deprived neighborhoods through difference-in-differences approach. Through the case-study of sports complexes constructed in Prenzlauer Berg, Berlin as an unsuccessful attempt to host the 2000 Olympics, the authors sought to produce empirical data on the impact of their construction. As a result of this study, the authors were able to generate data which proved how sophisticated architectural design could improve location desirability within a formally deprived inner-city area. The quality of the architecture and urban design had the most significant impact on the economic change in the area. Specifically, the production of a sensitive design, through the use of sunken volumes over monolithic blocks, promoted this desirability and usefulness of the park landscapes and recreational spaces. Additionally, the accessibility to public transport was significant in determining the final location of the arenas.

Castañeda, Luis M. "Epilogue: Olympic Afterlives" in *Spectacular Mexico*, 244-249. Minneapolis, University of Minnesota Press: 2014.

This chapter provides a concluding analysis to a larger novel concerned with political, social, economic, and infrastructural impacts of the construction of the 1968 Mexico City Olympics. Presented through the lens of a photograph captured during the rapid construction of new infrastructure for the Games, it emphasizes the central role of design interventions in overcoming organizational challenges and showcases the challenges faced during construction. It also presents the idea of monumental architecture (as constructed for the Olympic Games or the World's Fair) as advertisements for government agendas. Specifically, it is important to understand how the construction of these infrastructural and monumental elements can be utilized to influence sociopolitical environments

Ferreri, Mara and Trogal, Kim. "This is a Private-Public Park." *City 22*, no. 4 (2018): 510-526.

This journal article explores the design of the afterlives of Olympic Park through three conditions of the 'spectacle:' invisibility, micro-regulation, and disorientation. Through the case-study analysis of the Queen Elizabeth Olympic Park, the article examines the impact of the 2012 London Olympic Games on urban growth, specifically as a driver of new leisure and consumption spaces. The production of a successful post-Olympic space was heavily reliant on the early establishment of regulation, management, and surveillance of the space. Additionally, these elements were useful in creating a public space with access, expression, inclusion, and creativity which could support year-round cultural and social activities. The 'spectacle' is utilized in the creation of iconic architecture and is embodied in the ability of that architecture to stage activities and produce publicness. This production of 'architecture as spectacle' requires three main elements: control over the visual and the image, micro-regulation of use and bodies in space, and the production of disorientation (and subsequent new reorientation) of a body in that space.

Olympic Agenda 2020: 20+20 Recommendations. Lausanne: International Olympic Committee, 2014.

The Olympic Agenda 2020 provides forty detailed recommendations for changes to be implemented in the Olympic Games. Specifically, the changes focus on the way in which contemporary choices made at the games impact the future of host-cities. There is an urgency for change, especially as the Olympics have a large potential for social, economic, political, and environmental transformation globally. Through the lenses of sustainability, credibility, and youth, the International Olympic Committee (IOC) emphasizes the new development goals that will be required of host-city candidates. In addition, the IOC will encourage the new Games to promote an authentic reflection of the cultural, social, environmental, and sports background of the host-city.

Pitts, Adrian and Liao, Hanwen. *Sustainable Olympic Design and Urban Development*. Oxfordshire: Routledge, 2009.

This book examines the issue of sustainability as it is related to the construction and maintenance of the Olympic Games. Specifically, the text looks historically at the impact of the Games on planning and integration at the urban scale, procurement of the major venues utilized, and the design and construction of the Olympic Village. The analysis of these categories as transformative conditions provides a framework to produce new criteria an assessment for the design of a sustainable contemporary Olympic Park. Additionally, the book analyzes the impact of the Games on multiple levels, including the building level, neighborhood level, and urban level. Construction of Olympic venues provides (potentially) positive change to the host-city's environment, through building scale, materials used, energy demands, water consumption, and local ecological value, and must be considered in the design and production of these spaces.

Sanchez, Renata Latuf de Oliveira and Essex, Stephen. "Architecture and Urban Design: The Shaping of Rio 2016 Olympic Legacies" in *Rio 2016: Olympic Myths, Hard Realities*, 97-120. Washington, D.C.: Brookings Institution Press, 2017.

This chapter examines the opportunity for megaevents to redevelop and regenerate degraded areas as a means to promote a new global image to attract tourism. Through the case-study of the 2016 Rio Olympic Park design, the chapter argues that good architecture is required for the smooth running of the event as well as post-event utilization and image of the sites and venues. The term 'Olympic Effect' is used to describe the transformation of the structure and image of an urban center. When considering the 'Olympic Effect,' there is a need to include legacy outcomes at the outset of planning for the megaevent, especially in the production of public spaces. The chapter discusses the attempt and failure of Rio 2016 to utilize the 'Olympic Urban Regeneration Formula,' including the lack of usable post-games public spaces, poor planning of the residential conditions, and risk of gentrification and social exclusion as a result of poor site handling. Instead, the chapter promotes examples of successful 'Olympic Effect' transformations and emphasizes the importance of good design and park landscapes to produce good public spaces which connect to human emotions and scale.

Wergeland, Even Smith. "When Icons Crumble – The Troubled Legacy of Olympic Design." *Journal of Design History* 25, no. 3 (2012): 304-318.

This journal article examines the issue of ill-maintained facilities in many cities following their hosting of the Olympic Games, and the impact of those facilities on the city and image of the Games. Beginning with 'instant monumentality,' the author argues the overwhelming scale of the Games provides distinct characteristics and rhetorical effects and imply commemorative qualities as 'monumental memorials.' The article continues to analyze existing post-Game sites, specifically describing and analyzing the issues related to the ruins of the 2004 Athens Olympic Games. As a result of the poor maintenance of the spaces, there is a sense of loss generated by the lifelessness of the monuments. These remnants of the Games serve to amplify the loss of spirit the event and emphasize the fact that the experiential quality of the space will likely never return. This results in the production of 'non-place,' which describes the condition of a site which has undergone a rapid loss of identity (i.e. the ending of the Games).

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