

PLAYING 'COMPLEXCITY' TOWAVRDS AN ASSEMBLAGE STUDY OF URBAN TRANSFORMATION

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In a philosophy of science perspective architectural ideals are typically characterized by concepts that include individual ideas and subjectivity (Kurath 2015). This position is challenged in this paper, presenting early findings from a comparative research study of teaching and research at different architecture schools in varying national contexts. Presenting an example from a fieldwork study at the Royal Danish Academy of Fine Arts, School of Architecture, it is argued that urban design could benefit from the imagery of a board game, substituting the concept of the 'master mind' with a number of heterogeneous players, competing about and negotiating urban form. Always subject to the inevitable factor of chance, the board game presents urban growth as it is – complex and unpredictable, comprising a multitude of heterogeneous actors, whose meetings and

conflicts are essentially productive. Besides challenging traditional approaches to urban planning, the study presents an alternative approach to design teaching. With the introduction of the board game as a design instrument, the focus shifts from the designer to the design, which potentially becomes something more than the sum of the individual design proposals. Arguably, the instrument, anticipating actor-network theoretical perspectives, presents early steps toward an urban design method, and holds potentials for further investigation and development.

