



The morphology of Moscow prevents the typical or expected process of land division and privatization. Many areas are thus abandoned both by the public sector, usually because it does not have enough resources to intervene, and by the private sector, because it is not profitable for developers or companies to invest in those areas. As a result, there is enormous potential for a Third Sector in Moscow: somewhere between public and private, this sector could provide a way for civic society to utilize the unclaimed land as a catalyst for a massive and widespread regeneration of Moscow's public realm.

The residents are not fully able to visualize or suggest a possible usage for unbuilt or underdeveloped areas, and their relationship with the municipal institutions manifests through a series of complaints rather than the exchange of constructive ideas. This results in a challenged system which suffers further from a lack of imagination.

In this context, designers, architects, planners and activists should intervene, and create new perspectives on these areas, in order to give to the residents and to the municipality new projects capable of starting a constructive dialogue.

In the case of a vast availability of ideas and projects, residents could be involved in their improvement and modification, in an iterative process with designers and amongst themselves. Once there exists a critical mass of feasible projects agreed upon with the resident population, the municipality will be more inclined to take care and invest in areas where it effectively has ownership and responsibility.

CASE STUDY



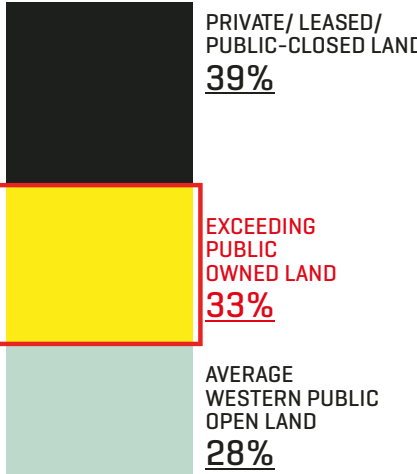
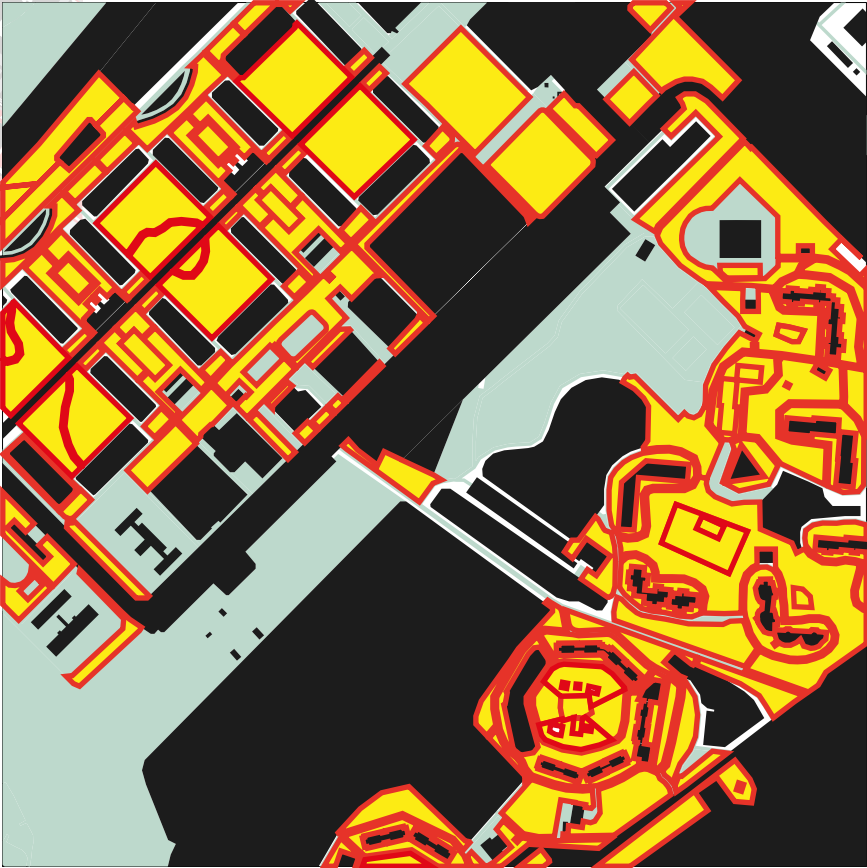
A design proposal for a single square kilometer identified will show a possible scenario for the unclaimed lands, in order to understand and quantify the potential behind those areas. The unclaimed lands could become the ideal locations to implement a center within the districts that can serve as the manifestation of the regeneration of public space, while at the same time facilitating local design practices.



A detailed analysis on a single square kilometer in Moscow has been conducted, in order to verify at micro-scale the percentage of land that is effectively used or left abandoned.

The chosen area is located in the northern part of Troparevo-Nikulino and it mainly consists of residential buildings developed through different decades, from housing developments of the 1970s to the latest residential towers built at the beginning of the century.

This analysis shows percentages quite similar to the data available for the whole city, and it confirms how the districts that compose Moscow are quite homogenous in terms of their built environments.





REPROGRAMMING THE UNBUILT

The outcome of the design process that I propose here is purely speculative, but it helps to better understand and quantify what is behind the unclaimed lands.

The yellow proposals suggest realistic interventions, and show how it is possible to reuse those lands in order to create new public spaces, functions of collective interests that are nowadays missing in the area, but also new dwellings and offices.

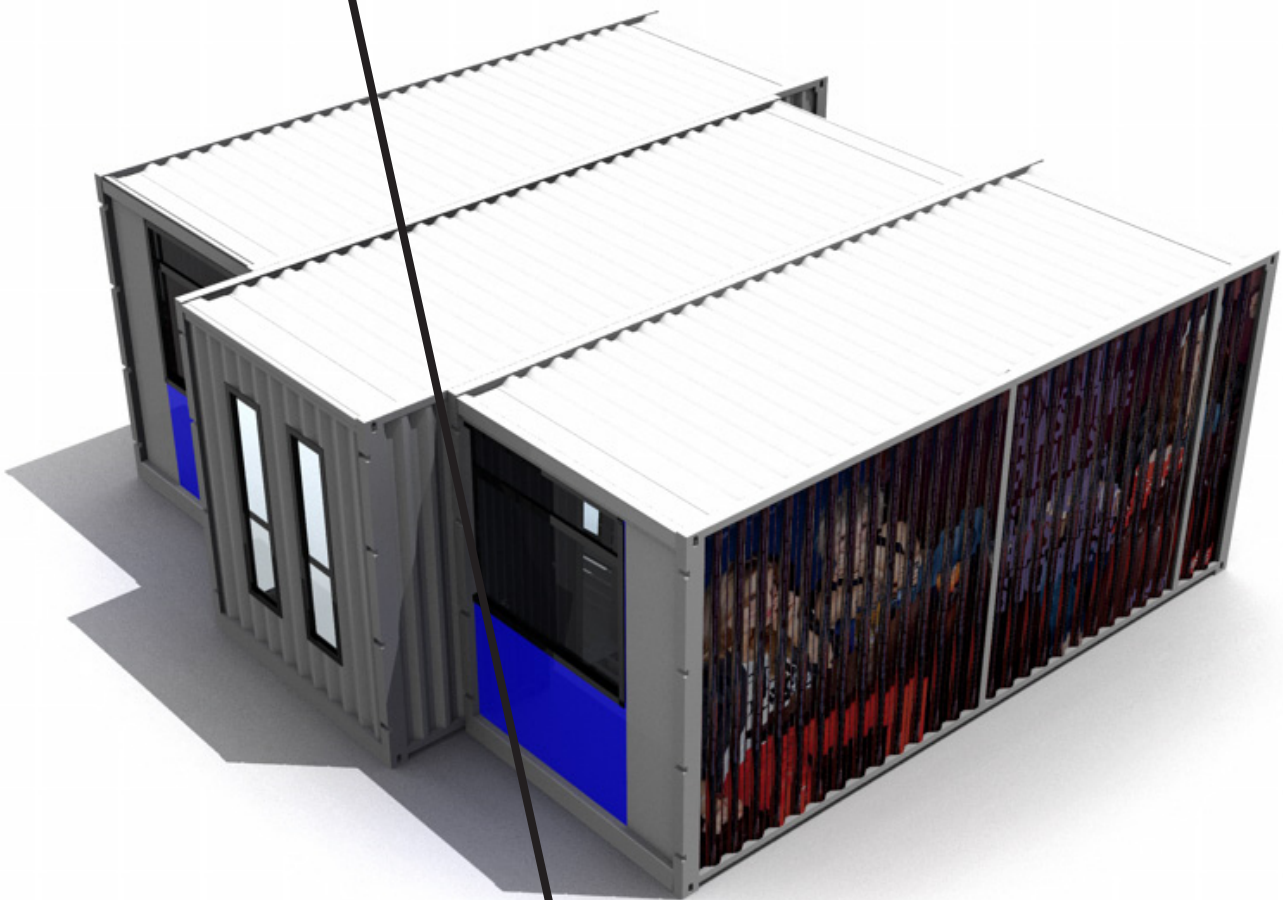
If we take this square kilometer as representative of most of the areas outside the Garden Ring, the aggregate potential of this proposal increase significantly.

CONTRIBUTORS:

ALICE PALLUCCA (ARCHITECT, MILAN), BREMBILLA+FORCELLA (ARCHITECTURE OFFICE, BERGAMO), MASSIMO FRIGERIO (ARCHITECT AND URBAN PLANNER, MILAN), PARCO DI YELLOWSTONE (GRAPHIC DESIGN STUDIO, MILAN AND MOSCOW), SAMUELE CAMOLESE (ARCHITECT AND URBAN PLANNER, MILAN), SHRIYA MALHOTRA (URBAN RESEARCHER AND ARTIST, NEW DELHI).

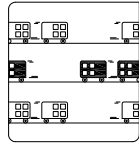


TEMPORARY STRUCTURES: CHEAP, FLEXIBLE AND QUICK

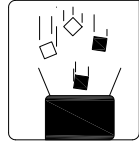


> ALICE PALLUCCA
(ARCHITECT, MILAN) -

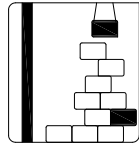
The proposal aims at reusing containers to lower the construction costs and maximize the flexibility. Their modular nature, in fact, allows to easily design and realize a variety of different options.



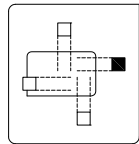
MOVABLE



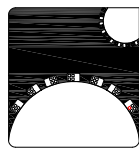
FILLABLE



STACKABLE

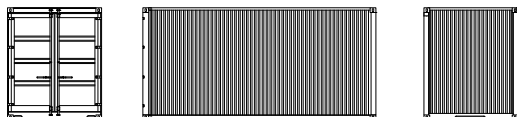
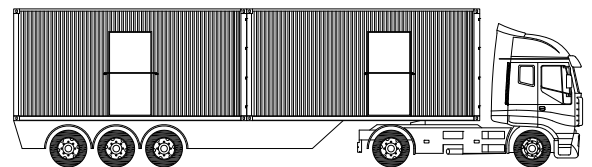
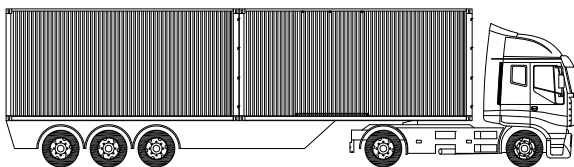


EXPANDIBLE



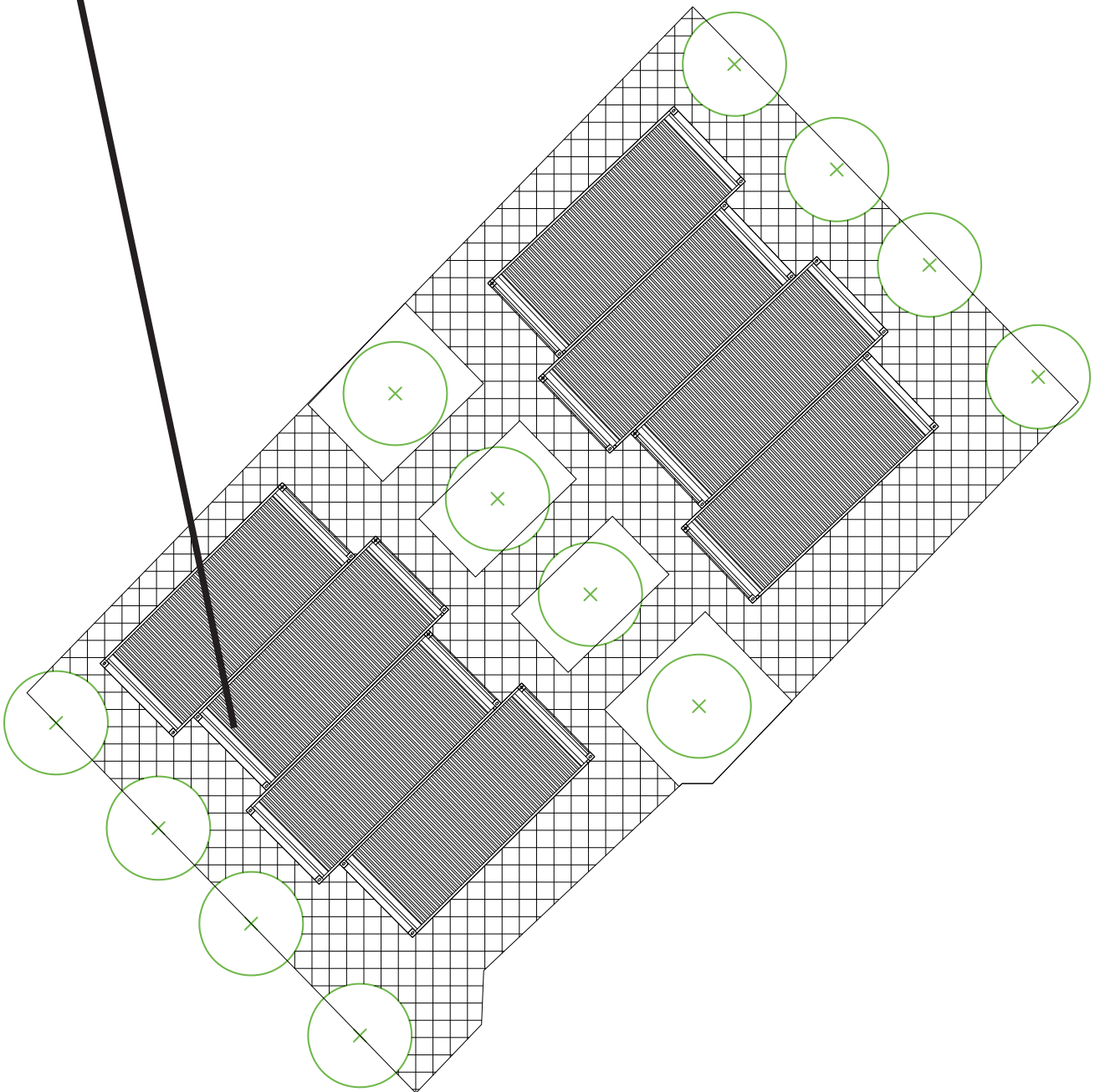
LIVABLE

In particular, two functions are proposed for Troparevo-Nikulino: an exhibition center and a residence for artists or craftsmen.



\ ELEVATIONS

EXHIBITION CENTER FOR LOCAL ARTISTS

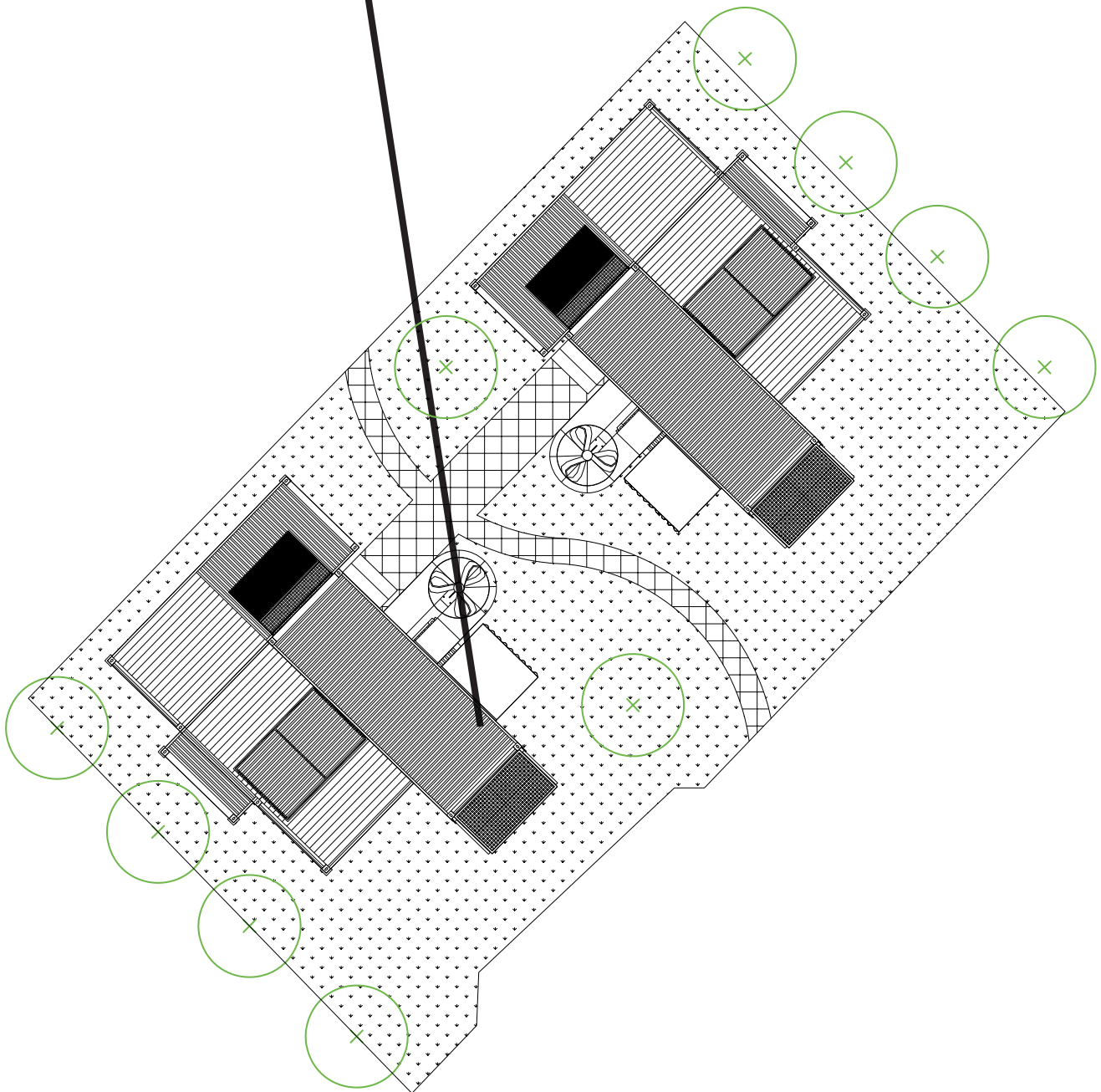


> ALICE PALLUCCA
(ARCHITECT, MILAN) -

The area becomes a public place through the installation of eight containers side by side in two rows. Each container is an independent area that is given to a local artist to exhibit his or her work. The container can be all open towards the inner part of the area, creating a more dense public square, or open on both side, allowing a more flexible and personal fruition of the area.

If necessary, the division walls between the containers can be cut in order to create internal connections between the areas and have a bigger exhibition space. The external walls will be painted and decorated by the artists, in order to

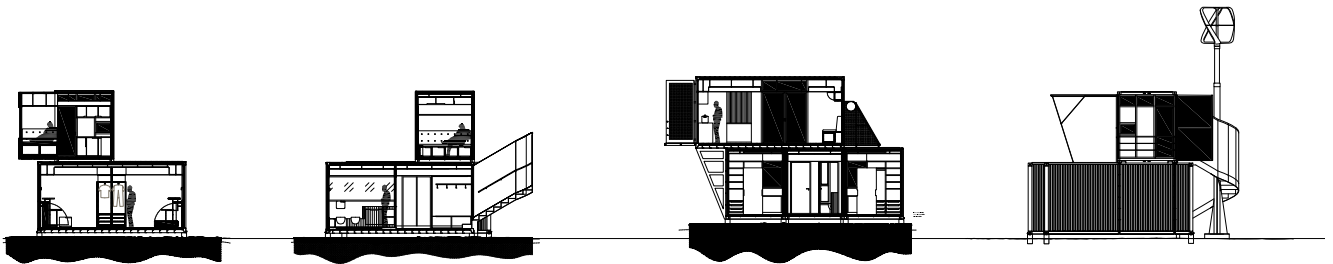
RESIDENCE FOR ARTISTS OR CRAFTSMEN



> ALICE PALLUCCA
(ARCHITECT, MILAN) -

The containers are assembled in order to create a small residence. Due to climate reasons it could be used in spring and summer time, as temporary residence for artist or craftsmen that exhibit in the center described above. This will increase the interaction and exchange between artists coming from abroad or other Russian cities, and the local ones.

In alternative, these structures can be used as workshops, rehearsal rooms or cheap summer residence to incentive tourism in these areas.



\ ELEVATIONS

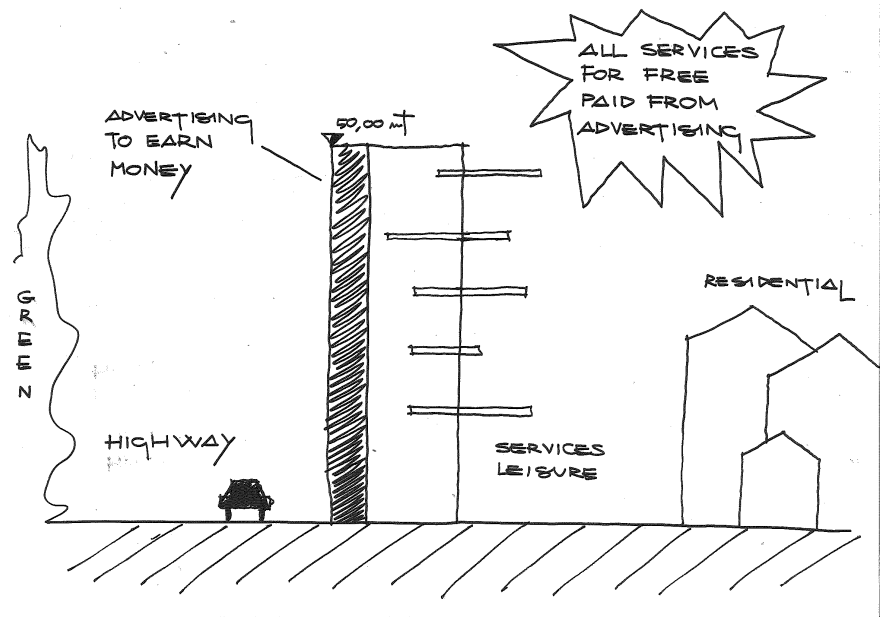
URBAN EQUIPPED WALL



\ VIEW FROM THE HIGHWAY

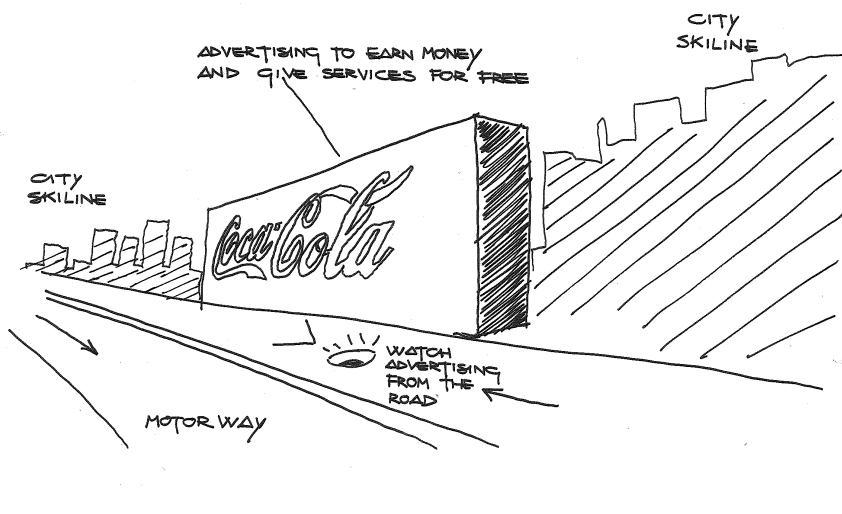
> BREMBILLA + FORCELLA
ARCHITETTI (ARCHITECTURE
OFFICE, BERGAMO) -

The project offers to the residents a variety of leisure activities at zero cost for the community. The strength of the proposal lays in a 50 meters wall alongside the highway where advertisements are going to be shown. In fact, this wall is to be both considered as a strong architectural gesture and the element that will sustain the financing of the entire project.



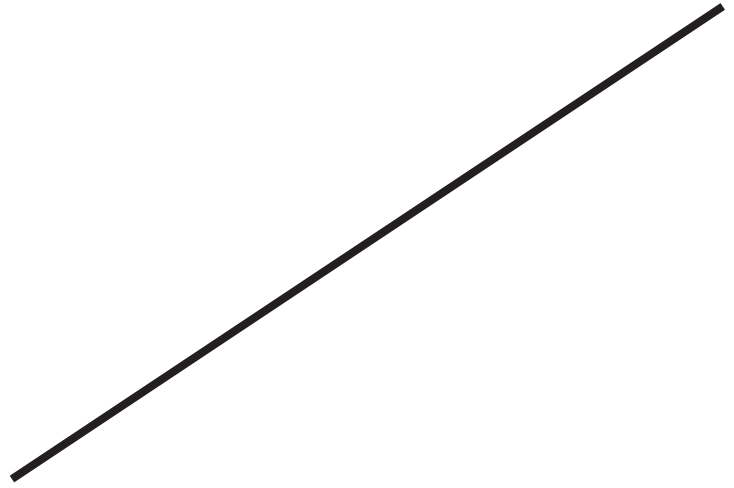
\ SECTION

MULTIPLIABLE IDEA IN ALL AREAS OF PUBLIC PROPERTY NEXT TO HIGHWAYS



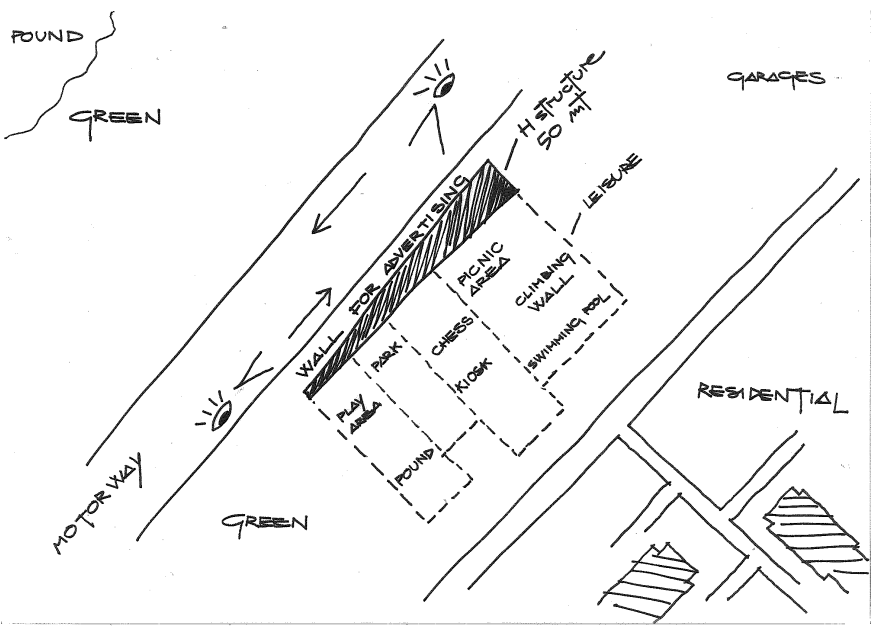
\ CONCEPT

The revenues of the advertises will be therefore reused to finance the construction and the maintaining of the facilities. The wall is made of a flexible and modular structure where containers are plugged in and used all year long: in summer as vertical camping, and in winter as areas where to store and protect goods. Eventually, the service for the winter-storage can be with fee, in order to increase the revenues to re-invest in the project.

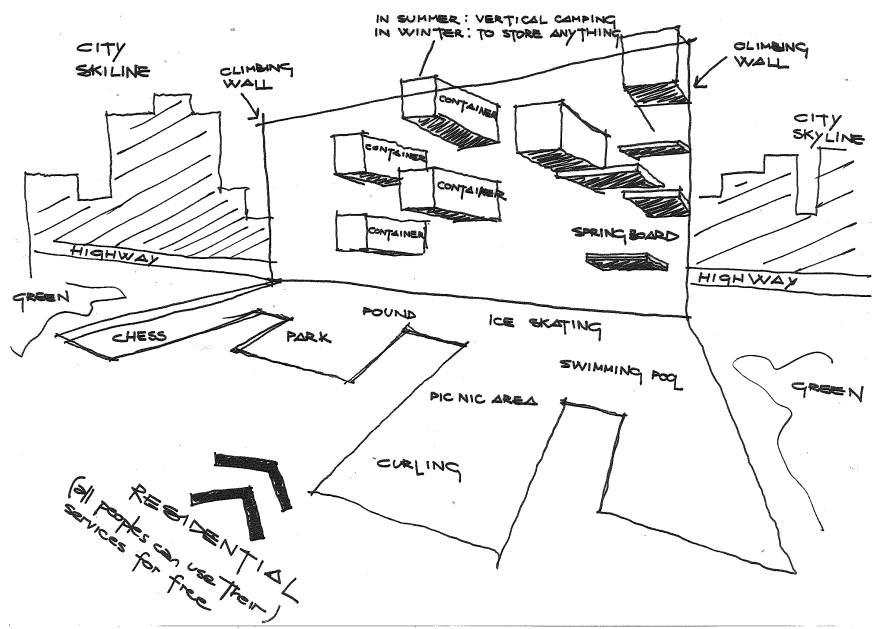


\ VIEW FROM
THE RESIDENTIAL AREA

On the other side of the highway, several functions related to leisure are found: a pond (that can also be used in winter for skating), a swimming pool (in winter for curling), a chess playground, a kiosk and an equipped picnic area. The wall, other than the containers, has diving board for the swimming pool, mirrors that reflects the park and a structure for climbing. The success of the project could constitute a valid example to be multiplied and reused in other unused areas alongside big arterial roads, being extremely flexible both in the vertical structure and in the layout of the functions on ground.



\ PLAN



\ FUNCTION LAYOUT

DENSIFIC.ACTION



\ SITEPLAN

› MASSIMO FRIGERIO
(ARCHITECT, MILAN) -

The project focuses on the description of an alternative growth scenario, with the aim of raising the awareness and foster the dialogue on self-reliance issues.

Some buildings will be used for functions related to the primary sector, taking into account the foreseen demographic growth and densification program of spaces and relations (densific. action).

It will be therefore possible to entail a process that should begin right now, with the implementation of the first structures setting up the parallel, future development of the city. The first step answers to the contrasts that are intrinsic in the condition of Moscow's suburbs: the combination of new aspirations and the existing public realm is often arranged in ambiguous or uninspired ways that don't take care of the exigencies of actual and potential residents. Up to now the swift evolution of technology and lifestyle hasn't been reflected by an equivalent metamorphosis of the city-concept.





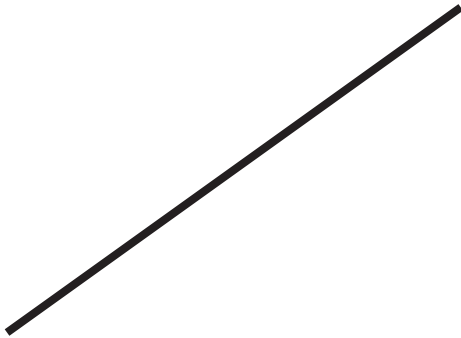
ONGOING BOTANICAL SIGNAGE

> PARCODIYELLOWSTONE
(GRAPHI DESIGN STUDIO,
MILAN/MOSCOW) -

We can easily see how some areas in the neighborhood are not suitable for any kind of palling or constructions. However those areas could be assigned to less radical activities. The least invasive intervention will only cover gardening issues, from weeding the areas to planting new flowers and vegetables.

In order to promote a collaborative intervention, an ongoing signage for each area will be set up.

The main purpose of the signage is to coordinate the various gardening action between different people. Tiny wooden sticks will be places close to each object of interest (this could be a single plant or an entire area based on different needs), and people taking part in the gardening practice will be able to leave sign of their action simply breaking the top of the stick. The colour of the end of the stick will provide information about the last time it was cut, watered or weeded based on the specific need.



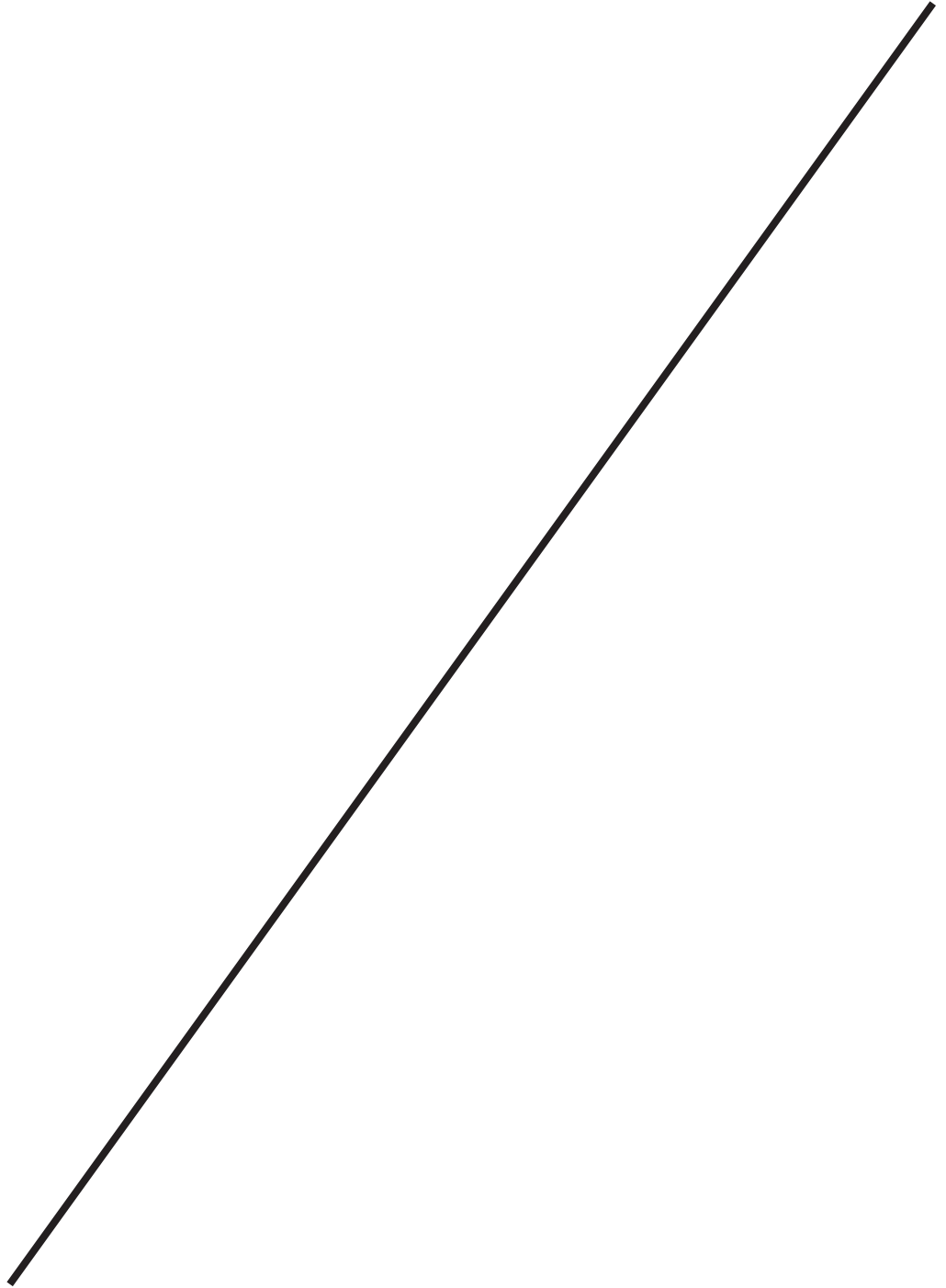
UBERLOCAL COWORKING SPACE

> PARCODIYELLOWSTONE
(GRAPHI DESIGN STUDIO,
MILAN/MOSCOW) -

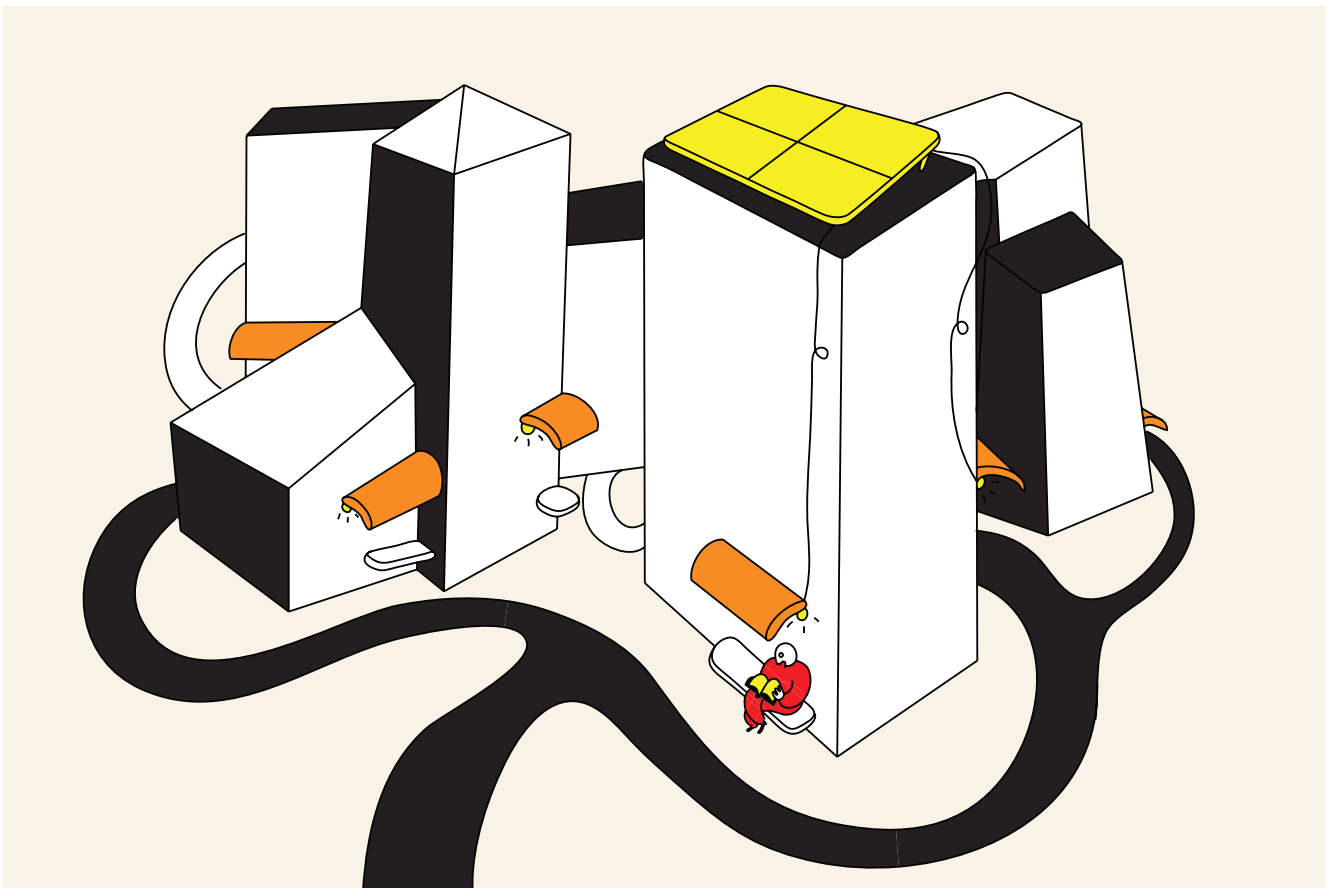
The worldwide growth of freelancers people working from home, needs reaction from local planners. The city should provide more owner, low renting coworking space in every neighbourhood. Unclaimed land would be the perfect space to create such a local feature.



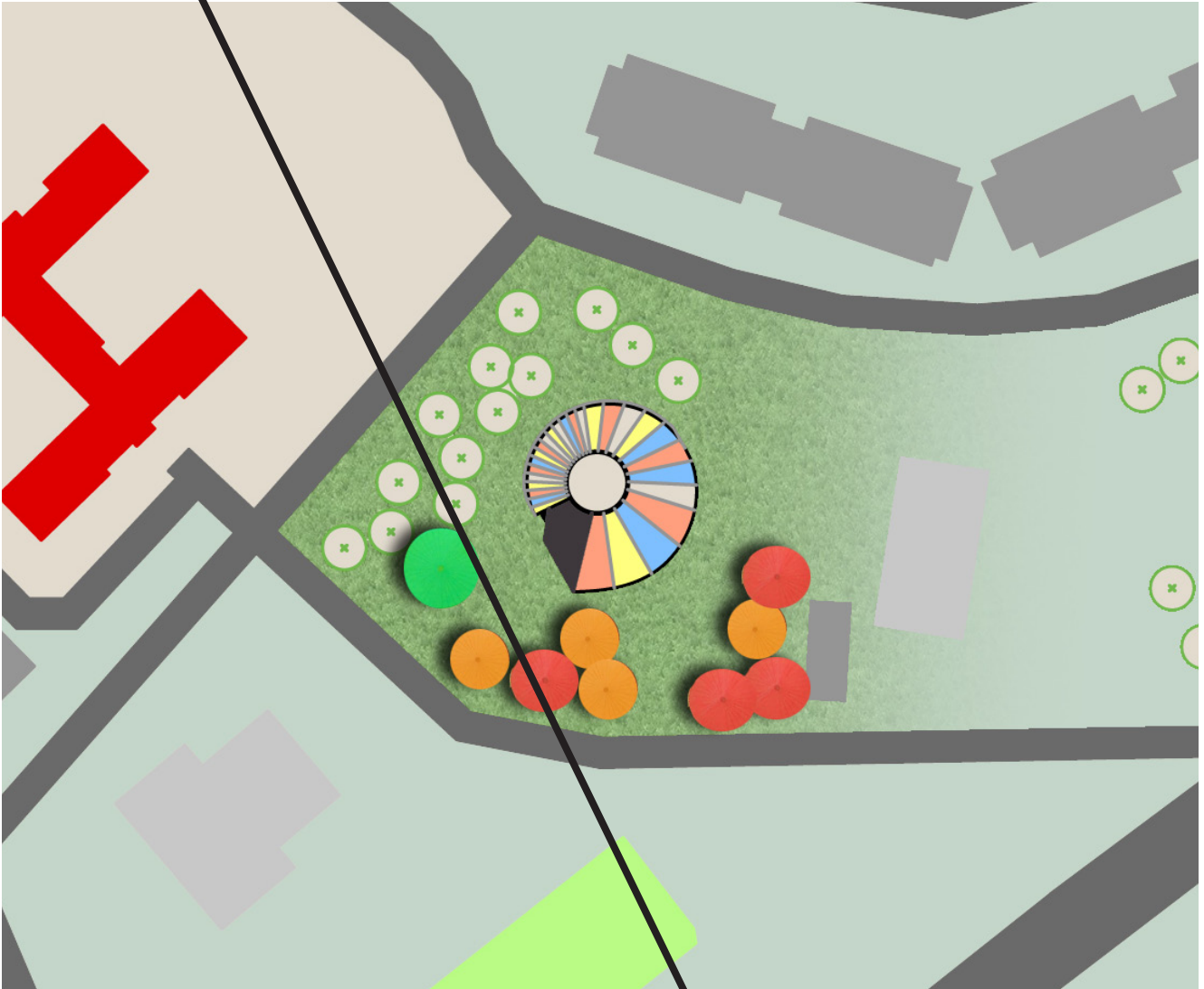
SHINY HAPPY SHELTER



> PARCODIYELLOWSTONE
(GRAPHI DESIGN STUDIO,
MILAN/MOSCOW) -
Coloured spots for the grey
winter in Moscow.
The designed shelters
take inspiration from
the florescent orange ball,
that is used during soccer
matches on a snowy field.



GATHERING PLACE AND MULTIFUNCTIONAL CENTER



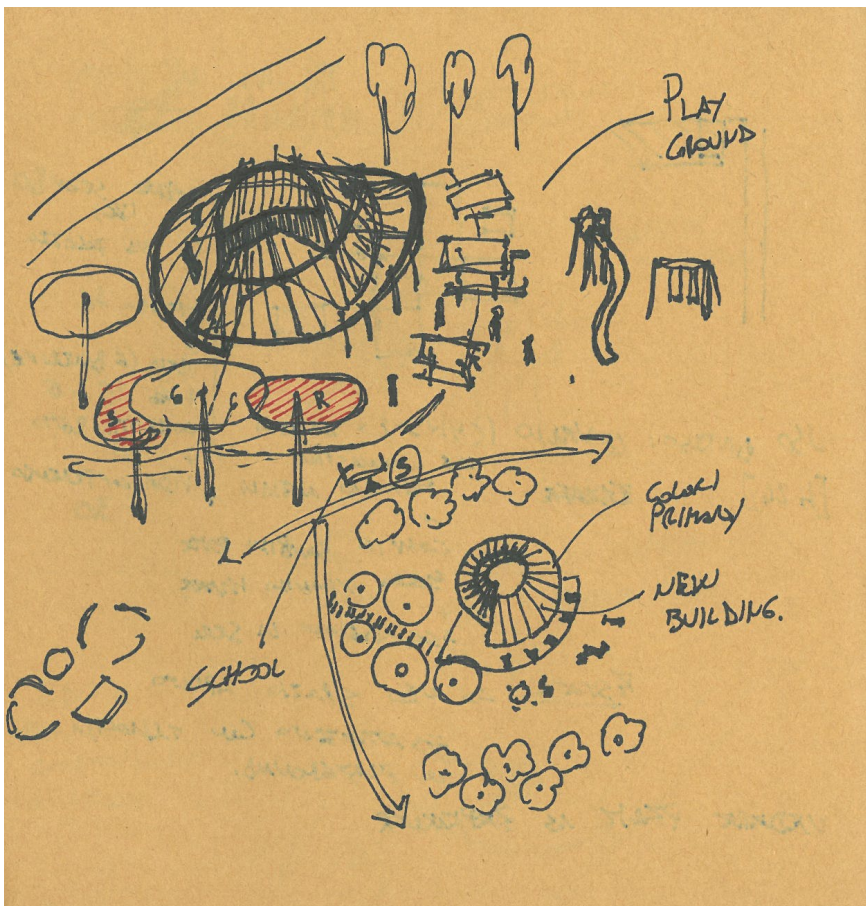
\ MASTERPLAN

> SAMUELE CAMOLESE
(ARCHITECT, MILAN) -

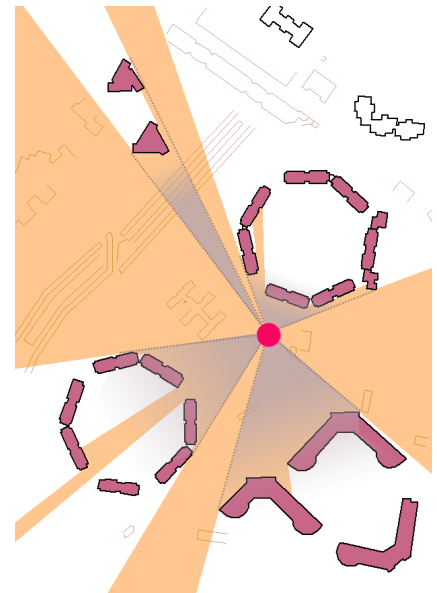
The site is between buildings that don't relate one to each other, since they belong to different yards. The aim of the intervention is to create a new urban polarity, a pivotal point between massive residential complexes.

The project proposes to reach this goal with the realization of a small public building, through a participatory design process. Residents will be included in the realization, running and maintaining of the building, in order to involve them and increase their sense of responsibility for the place.

This choice rises from the belief that it is necessary to interpret peripheral areas as place where private and public spaces have to be balanced; where public functions open to a wider community areas otherwise only accessible to residents of the district.



\ CONCEPT



\ ISOVIST ANALYSIS



\ REFERENCES

This new polarity is designed with the extensive use of sparkling colors, in order to become quickly for the residents a new landmark with its own precise identity. It is a multifunctional space where to organize events, happenings, as well as classes, meetings and gathering places to encourage bondage and socialization between the users.

USABLE 12 MONTHS, 24 HOURS



WINTER

Warm gathering place (Self-managed refuge) where workshops and training classes are held. Suitable as well as place for teenagers where to meet and co-study

SUMMER

Green gathering place where to held neighborhood meetings and activities;
Playground;
Area equipped with benches and tables;
Green self-managed by residents themselves

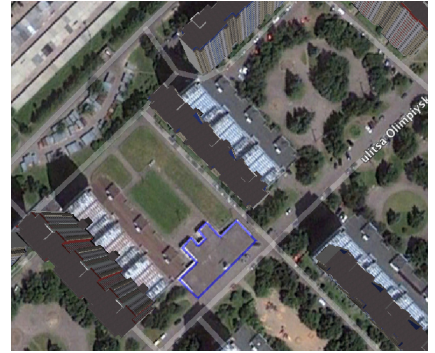


ACTIVE LIVING + ADOLESCENTS: CO-DESIGNING A DIY SKATE SPOT



\ PHOTOGRAPHS OF THE SITE DEMONSTRATING EXISTING DIY SKATE INFRASTRUCTURE

> SHRIYA MALHOTRA (URBAN
RESEARCHER AND ARTIST,
NEW DELHI)



Walking around the micro-rayon Troparevo-Nikulino reminded me of life in a US suburb. Immediately my thoughts focused on how life in these spaces is dull, routine and sedentary. This proposal discusses how to make it active and engaging for young people in the skateboarding community, targeting how people already use space and supporting what exists to make it safer and more engaging in the long-term.

ISSUES

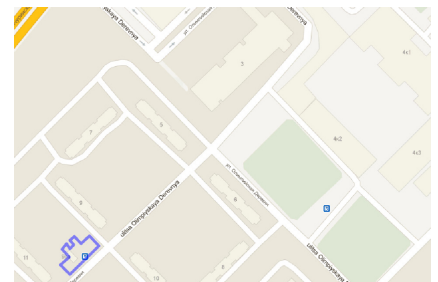
There were few spaces for youth to hang out, have a life in the city or socialize. Given their age and stage of adolescence it is important to have outlets for socialization and activity. There are leisure spaces for like parks and benches, and in the children's playground we observed that the space was mixed, used by children as well as teenagers.

Although neighborhood zoning typically allocates spaces for children to play, as well as sports facilities located next to schools and parks, it rarely targets activities like skateboarding. When we spent time in a neighborhood children's playground we observed that there were mixed use and children as well as teenagers. This indicates a lack of activity-centered and social space for just teenagers and other young adults.

Walking through the neighborhood, we observed a space where skateboarders were clearly active in the neighborhood, and suggest an infrastructural intervention that is flexible and mobile, co-designed based on their requirement. The site was ideal as a starting point for investigation and DIY urban intervention because it is already being used by people in the area, allowing us to directly target and support the needs of people. It is an excellent starting point to engage and support the activities of young skateboarders in the community.

To address the needs of skateboarders and requirements of adolescents and teens, I suggest supporting DIY skate infrastructure through the design and implementation of a modular, mobile skate ramps facilities or a neighborhood skate park.

Skateboarding as an activity is not usually sanctioned at schools or within communities, often because it is considered dangerous and associated with stigma like drugs and bullying. It also is not generally grouped with other social sports like basketball, football or individual sports like running. The point of this skate spot would be to develop a safe and productive space, which serves as an outlet for teenagers to play and socialize in without the associated social stigmas. It would also help make it safer for the skateboarders without interfering in their sense of autonomy.



\ 2012 GOOGLE MAPS OF THE AREA USED BY SKATERS

POSSIBLE SOLUTION

Skateboarding needs to be developed to support a recreational and sporting activity. The goal of this proposal is to support and make room for it in the community. The goal is also to create a sense of ownership and offer a social space for skaters to hang out in.

It makes sense to provide young skaters with a consistent, safe and reliable place to skate because skating is not just a sports and social activity, it also builds skills and character among young people, giving them an outlet for their interest.

Beyond just supporting their interest and an active lifestyle by supporting a sport, this is an opportunity to help these teens and young adults to develop and build important life skills and to help them become involved in creating and maintaining a space for themselves. It will also promote the concept of DIY-ism to support their interests and sense of ownership within the community.

DISCUSSION + RESEARCH

A mobile, flexible skate spot would be responsive to what people want in a skate park, and arrange able for the different activities like socializing around it. It can also then be moved and arranged in indoor spaces during the winter, possibly in collaboration with the former Olympic park located nearby or even the green space next to the site.

The idea is to lead community co designing and discussions was an asphalt space that is obviously already being used by teens as a makeshift skate park, and it appears that involving the teens in designing the space to make it less dangerous and identifiable for them would be beneficial. Installing lights to use the space at night, modular mini ramps that can be moved around and even walls and spaces for more graffiti can help them develop a sense of identity and space in a manner that is not too sanctioned (because that would go against what the skaters and taggers want) but also does not conflict with other spaces.

Active living in cities and their residential outskirts is crucial for public health and interaction in a city. Skate Parks are important way of facilitating an activity that many teens often want to pursue but usually cannot unless they take over other infrastructure, which becomes problematic for storefront owners, pedestrians and children in public parks. There appears to be a gap in what is socially acceptable, desirable and room to create a space for skateboarders.

Modular parks are arrange-able, changeable and flexible, consisting of manufactured pieces and installed in an existing concrete space. Infrastructure is usually made of wood or steel. These types of parks tend to have limited life spans, which means they would likely have to be maintained and re-created every year. Meanwhile, concrete skate parks are built on-site using traditional construction processes. Modular skate parks are good solutions when an available paved surface already exists.

Concrete parks offer the greatest flexibility and latitude in design, and if built by a qualified and skilled skate park builder, will offer decades of virtually maintenance-free use. All of

the world's most famous public skate parks are concrete. To begin with, as an effort in co-designing, building and offering vocational skills, a modular skate park might be feasible and based on its use and reception, other neglected and abandoned spaces can be converted into bigger skate parks.

Issues to remain aware of

1. For skateboarders, skating is also part of a lifestyle. They feel the need, (also given their age), to be separated, un-surveyed and uncontrolled. It is therefore important to offer them the basic, minimal infrastructure and sense of ownership without creating spaces that conflict with other uses and functions. For instance, a multipurpose park for roller-bladers, BMX cyclists and parkour is less desirable at present but ultimately as a broader idea for creating a concrete park network for young adults might be important.

2. Apart from being a space for physical and sport activity, skateboarding is part of a lifestyle and this is important to consider. The space could be developed with mobile seating areas to sit, watch and wait one's turn as well as a graffiti wall. These sorts of decisions of incorporating social and art activities into the physical space, however, depends on what the skateboarders think of it.

3. A DIY skate park is a good skill building opportunity for teens and young adults, and can often use discarded and other surplus construction materials from the community - particularly since the space is already in existence. There were several other flat, concrete and landscaped areas, which suggest that co-designing a future activity space with the skateboarders might involve a more aesthetically pleasing and useful skate park for the neighborhood.

4. The initial idea would be to install mini, modular and mobile ramps as an immediate DIY solution - easy to construct and maintain. But, ultimately, depending on its use, it might be more feasible for the youth to partner with the community and help create a more concrete and permanent park. The decision to go modular vs. concrete, at least initially, is based on weather conditions and demand in the community but for the future might be different.

5. It is important for skaters and young adults to have a sense of autonomy, and involving them in the design and decision-making will be crucial. This is why DIY and co-designing are important means of involvement and promoting the skate park in the neighborhood. To begin with, skateboarders have to be met, surveyed and discuss how their activities and actions can be supported. The next step would be to examine the feasibility of how to upgrade the space and activate it as a safer, more sociable and appealing site for them. There is obviously the risk that they do not want any outside involvement, in which case even sharing the designs and ideas with them would be useful to take their own decisions forward.

Next Steps

\ Establishing a rough estimate of active users and their ages and establishing the appropriate skate park type.

\ Meeting the skateboarders at the site to conduct a needs assessment

\ Discussing the feasibility of ideas and possible costs

\ Beginning a process of co-designing by getting priority inputs - what they need, want, designs, drawings for the skate spot.

\ Establishing a plan for co-construction, involving community architects, municipal authorities and identifying funding support from businesses and the community to develop the area and activate the site.

DIY AND OTHER RAMP-BUILDING DESIGNS

Homemade or commercially-manufactured wood-frame ramps are not suitable for the rigors of public-skate parks, but they are more affordably built and sufficient for personal, home use, or for indoor skate parks where a frequent inspection-and-repair regime is conducted. For the purposes of a prototype and initial space in a micro-rayon this is perhaps a good starting point before a concrete park is installed. However it is important to analyze after a year how the park is used to decide whether a concrete park is more suitable. It would be important for the neighborhood and even for the city, whose only indoor skate park required payment and was closed down a few years ago.

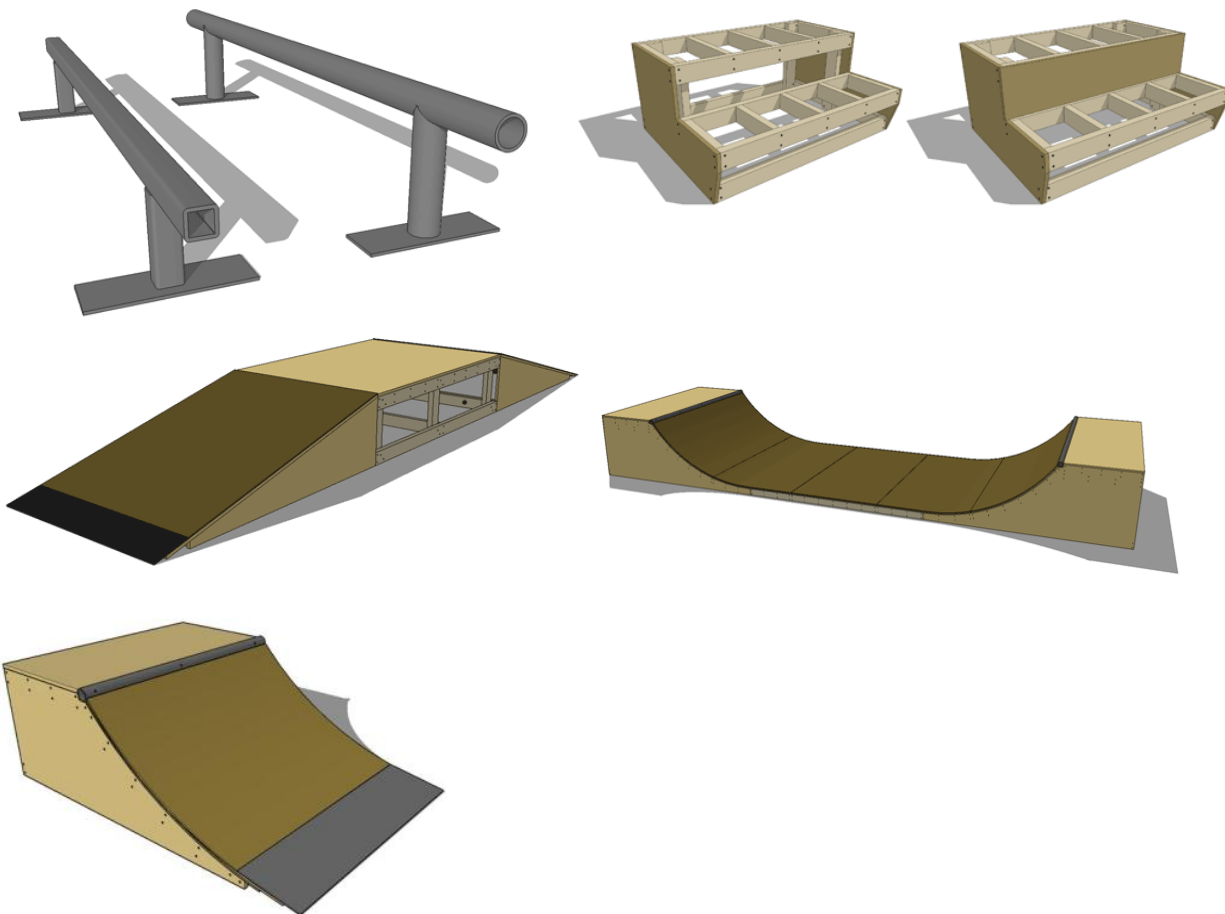
DIY skate has all the resources for building infrastructure in the space.

Skatepark lists the top ten DIY skate parks in neighborhoods across the USA.

Skateboarddirectory.com has a number of skate-ramp plans.

Whitefish Skate Ramp Company provides life-size ramp plans with traceable templates for towns that want to build their own skate park. They also provide traceable template plans for backyard half-pipes and small driveway street ramps.

Thrasher Magazine provides photos, diagrams, and an outline for building a half pipe ramp for vertical skating.



\ EXAMPLES OF POSSIBLE DIY SKATE INFRASTRUCTURE AVAILABLE, WITH INSTRUCTIONS AVAILABLE ONLINE WITH ESTIMATED COSTS AND EASE OF CONSTRUCTION. SOURCE: [HTTP://DIYSKATE.COM](http://diyskate.com)

PROPOSED PLAN

1. Grind Rails - Rb. 2617 or USD 80
 2. Picnic or stair ledges for seating and activity - Rb. 2617 x 2 = 5234 or USD 80 x 2 = USD 160
 3. Kicker ramp - Rb. 2617 or USD 80
 4. Night lighting - cost unknown (donated by municipality)
 5. Graffiti wall - Rb. 1636 or USD 50
 6. Mini ramp - Rb. 16,361 or USD 500 (optional)
- Estimated total cost to upgrade into a skate spot approximately Rb 32,700 or USD 1000

COLLABORATIVE COMMUNITY MODEL FOR THE IMPLEMENTATION AND THE MAINTENANCE

1. Set up as a collaborative, cooperative system in which the teens are engaged to build and have a sense of ownership to the infrastructure that is being put in place. The design and fabrication of skate ramps and rails are not that costly depending on what is desired by the skaters and particularly if they are involved in constructing it. Decision-making should rely on skateboarders working in cooperation with local businesses, authorities and members of the community for funding and expertise. Apart from infrastructure, the skate spot could have emergency first aid services and agreements for medical facilities for injuries. Teaching first aid for injuries and support one another or skateboarding fixing workshops sponsored by the local businesses or by inviting them in the city is a good way of building community support for the skate spot and could also be a way of fundraising.

Local stores and businesses can also become involved, particularly vendors of athletic goods or nearby skate shops. Another idea would be for a school or a local athletic or community club to take ownership and help maintain the space. Again, this depends on how the skaters would like to fundraise and establish a sense of ownership. The first in-door skate park in Russia opened in Moscow in 2000, offering year-round terrain for skaters accustomed to only five skate-able months per year. The 6,000-square-foot skate park was built in an old factory, and sought to promote the skate lifestyle. It would be useful for the skaters to identify and propose an indoor space to move the facilities - a community or athletic center nearby, for instance.

Creating a proposal for the municipal authorities to support the skate spot and allocate funding for a future concrete, neighborhood park would also be beneficial. And reaching agreements with the former Olympic territories to set up a skate park inside during the winter months would give the teens a space to use in both the winter and in the summertime.

ONLINE RESOURCES

[HTTP://DIYSKATE.COM](http://DIYSKATE.COM)
[HTTP://WWW.SKATEPARK.ORG](http://WWW.SKATEPARK.ORG)
[HTTP://LJ.UWPRESS.ORG/CONTENT/19/1-2/136.ABSTRACT](http://LJ.UWPRESS.ORG/CONTENT/19/1-2/136.ABSTRACT)
[HTTP://WWW.SMH.COM.AU/LIFESTYLE/DIET-AND-FITNESS/FRIENDSHIP-AND-RESPECT-SKATE-PARKS-ARE-NOT-SO-SCARY-20100207-NKXI.HTML](http://WWW.SMH.COM.AU/LIFESTYLE/DIET-AND-FITNESS/FRIENDSHIP-AND-RESPECT-SKATE-PARKS-ARE-NOT-SO-SCARY-20100207-NKXI.HTML)
[HTTP://WWW.TONYHAWKFOUNDATION.ORG/FAQ/#GENERAL-1](http://WWW.TONYHAWKFOUNDATION.ORG/FAQ/#GENERAL-1)
[HTTP://WWW.PUBLICSKATEPARKGUIDE.ORG/](http://WWW.PUBLICSKATEPARKGUIDE.ORG/)
[HTTP://SKATEBOARDING.TRANSWORLD.NET/1000012992/NEWS/MOSCOW-SKATEPARK-TO-OPEN/](http://SKATEBOARDING.TRANSWORLD.NET/1000012992/NEWS/MOSCOW-SKATEPARK-TO-OPEN/)



ALICE PALLUCCA studied Architecture in Perth and Milan, where she graduated at the Polytechnic of Milan. Since then she works as freelancer for architecture offices in Milan, as well as graphic designer and photographer. She recently designed and realized the interior of an exhibition for the “Salone del Mobile 2012”.

BREMBILLA+FORCELLA ARCHITETTI is a young network capable of dealing with national and international architectural realities. It has been founded in Bergamo by Davide Brembilla (1981) and Francesco Forcella (1982) in November 2008.



After years of study and work in Italy and abroad, they operate today in architecture fields at many scales: from mastplanning to landscaping, from interior to product design, both for the public and private sector. In December 2011, they began to build the new headquarters of the “Centro Paritetico Territoriale (C.P.T.)” and some

structures of support to the School Building in Seriate Bergamo (BG).

They received several mentions and prizes in architecture competitions, and their works have been presented at the IUAV in Venice, at the “Casa di Architettura” in Rome, at the Center for Art and Culture in Cagliari and in Modern Art Gallery (GAMEC) in Bergamo.

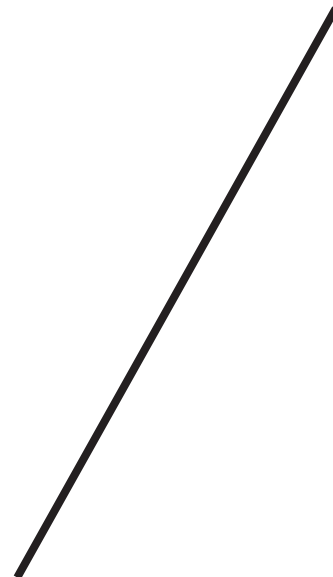
BREMBILLA+FORCELLA ARCHITETTI
www.brembilla-forcella.it

MASSIMO FRIGERIO lives and works in Milan, where he graduated in Architecture with full marks from the Polytechnic of Milan in 2009. While at university, he collaborates with local technical studies and with Metrogramma, participating in drafting the Territorial Master Plan of Milan and few national/international competitions. Since then he works as freelancer in architectural and urban planning fields.



PARCODIYELLOWSTONE is an italian design duo based in Milano/Moscow. Born in love with graphic design we are combining our passion with open source culture, new media and design ethics.

Founded by Emanuele Bonetti and Loredana Bontempi in 2008.



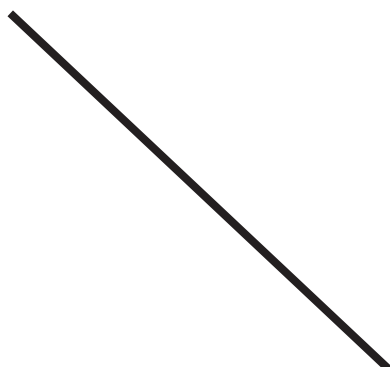
Through different perspectives on communication we make graphic design meeting crafts and programming, using ad-hoc means and tools. At the same time our research deals with new social dynamics, influenced by global changes and the internet phenomenon.

www.parcodiyellowstone.it

SAMUELE CAMOLESE was born in Milan in 1982, he graduated with honors in Civil Architecture at



Polytechnic of Milan in 2007. After graduating, he began collaboration on the redaction of urban planning and feasibility studies of



infrastructure design with the Department of Architectural Design at Polytechnic of Milan. From 2008 he has been working as a consultant for masterplanning and mobility infrastructure design in Systematica, an engineering and architectural consulting firm that is specialized in Urban & Transport Planning. He has successfully participated in several national and international competitions. He experienced collaborations with important international design teams in projects regarding urban area redevelopment and complex buildings.



SHRIYA MALHOTRA is an urban researcher and an artist from New Delhi, currently based in Moscow. She believes in participatory arts-based interventions and collaborative mapping to create better cities. She writes for Pattern Cities and is an editor for Partizaning.

THIS BOOK IS PART OF THE RESEARCH PROJECT "THE THIRD SECTOR", BY FILIPPO BAZZONI.

THE RESEARCH HAS BEEN DONE IN 2012, AT THE "STRELKA INSTITUTE FOR MEDIA, ARCHITECTURE AND DESIGN" BASED IN MOSCOW, WITHIN THE RESEARCH THEME "MEGACITY", DIRECTED BY REINIER DE GRAAF AND LAURA BAIRD.

THE PROJECTS PRESENTED IN THIS BOOK HAVE BEEN DESIGNED AND PROPOSED IN COMPLETE AUTONOMY BY THE AUTHORS INDICATE IN EACH SECTION, AND ALL THE INTELLECTUAL PROPERTIES AND RIGHTS BELONG TO THEM.

