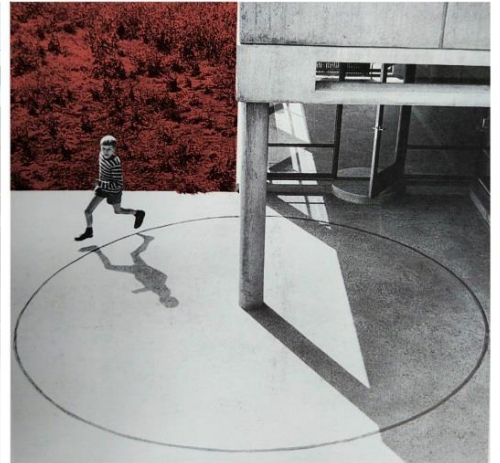
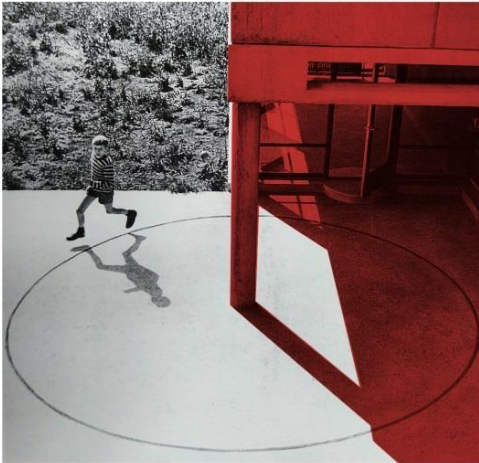




ΣΥΛΛΟΓΟΣ
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ΚΥΠΡΟΥ
CYPRUS ARCHITECTS ASSOCIATION

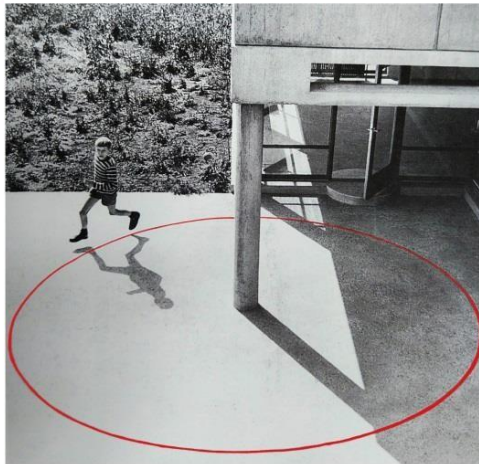


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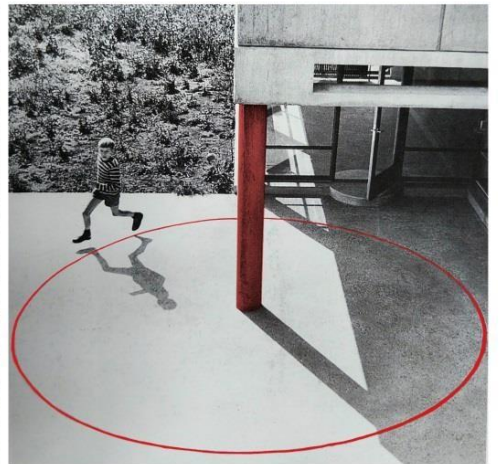
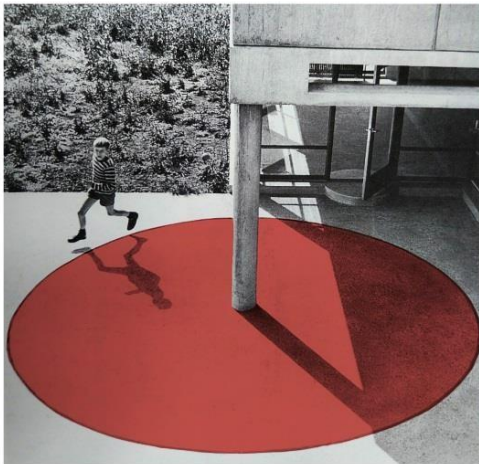


Staging PlayTimes

Summer Workshop 2024



1-10 July



NiMAC
nicosia municipal
arts center
associated with the
pierides foundation



RESEARCH FRAMEWORK – OBJECTIVES – METHODOLOGY

The city without the child's particular motion is a malignant paradox. The child discovers its identity against all odds, damaged and damaging in perpetual danger and incidental sunshine [...] When snow falls on cities, the child, taking over for a while, is all at once Lord of the city. Now if the child, thus assisted, rediscovers the city, the city may still rediscover its children.

Aldo Van Eyck, Aldo Van Eyck's Works, Compilation
By Vincent Ligtelijn, Birkhauser Publishers, Basel, 1999.

Aldo van Eyck advocated the importance of integrating the game into the urban space in order to make children feel welcome, safe and free to explore. Anthropologist Victor Turner linked the game to the concept of "liminality", the borderline treaty, suggesting that both include a suspension of normal social structures and norms. The game, like marginality, creates a space between reality and imagination, where participants can temporarily escape from conventional roles and expectations, allowing experimentation and transformation. In both play situations and marginal situations, there is a sense of ambiguity and openness to new possibilities that can lead to personal growth and social change.

_How does architecture contribute to the formation of playful spaces that encourage creativity, participation, and the development of children?

_How can a public building contribute to the public character of the city by creating porous boundaries between public and private?

Focusing on the game, the 2024 Workshop focuses on the design of a space for children at the Municipal Arts Centre – NIMAC, in the city within the walls of Nicosia, which can function as a place of creative employment through play and its transformative role in the museum space. The triptych Child – Ecology – Creation defines the main axes of the workshop, among which the game swings.

The game becomes a key tool for creative exploration of the concept of ecology by a group of children and at the same time as a design tool for participants (young architects and students of architecture) for the creation of small-scale spatial structures.

The workshop includes two parallel parts. The first part is an informative and creative workshop for children that focuses on the observation and exploration of the Athalassa National Park ecosystem, which will precede and feed a visual creation. Based on the observations and perspectives of the child that will be shaped, the second part concerns a methodical process of composing and constructing playful landscapes in the museum by the participants, where the artistic creation of the children will be incorporated.

From their synergy emerge methods of design and exploratory processes, incorporating academic knowledge, practice, collaboration and co-creation. The aim of the Workshop is young Architects and Students, through teamwork, to come into contact with the design process from the primary stages of the development of a spatial idea, to solve construction details of wooden and flexible constructions and finally to the implementation of playful spatial constructions in the museum area.



SELECTION PROCEDURE

The workshop is aimed at young architects (internship stage) and students of Architecture Schools (2nd to 5th year), who are studying at universities in Cyprus and abroad. Students and new architects will be selected based on an assessment of their application. An effort will be made for equal representation of all universities (local and foreign).

INFORMATION

- Cost of participation EUR 80
- Accommodation is the responsibility of each participant.
- The Organisers will provide half board.
- The Cyprus Architects Association will ensure the safety of participants through a group plan for personal accidents.
- Participants must have their own laptop, equipped with appropriate design programs and possess basic design materials and instruments for hand design.

DECLARATION OF PARTICIPATION

- Deadline for registration until 10.6.2024
- The registration process is carried out digitally via the link: <https://forms.gle/t4xWJveQ11a5iFpH6>
- On 12.6.2024 those selected will be informed by the Organisers.
- Those selected will be required to pay the participation fee until 20.6.2024 in the bank account indicated by the Cyprus Architects Association. If the participation costs are not settled, on the predetermined date, the position will be given to runners-up.

PROGRAMME

Creative Workshop for Children: A separate invitation to participate will be announced by NiMAC Monday, July 1, 2024 at 09.00 | Opening of Workshop – Meeting at the Department of Architecture University of Cyprus. Address: Kallipoleos 75, Aglantzia, P.C. 1678 Nicosia.

Monday, July 1st to Tuesday, 9 July 2024 | work hours from 09.00 to 17.00 Laboratory of Design and Construction, including lectures.

Wednesday, 10 July 2024 Completion of Laboratory and Exhibition – Delivery of Constructions at NiMAC



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University of Cyprus
Department of Architecture

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