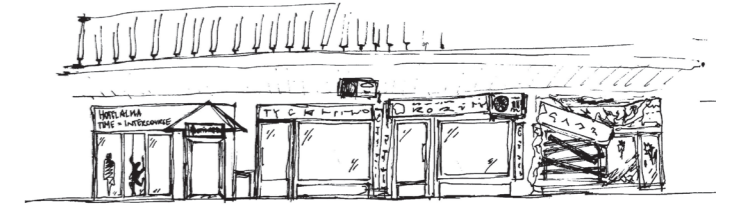
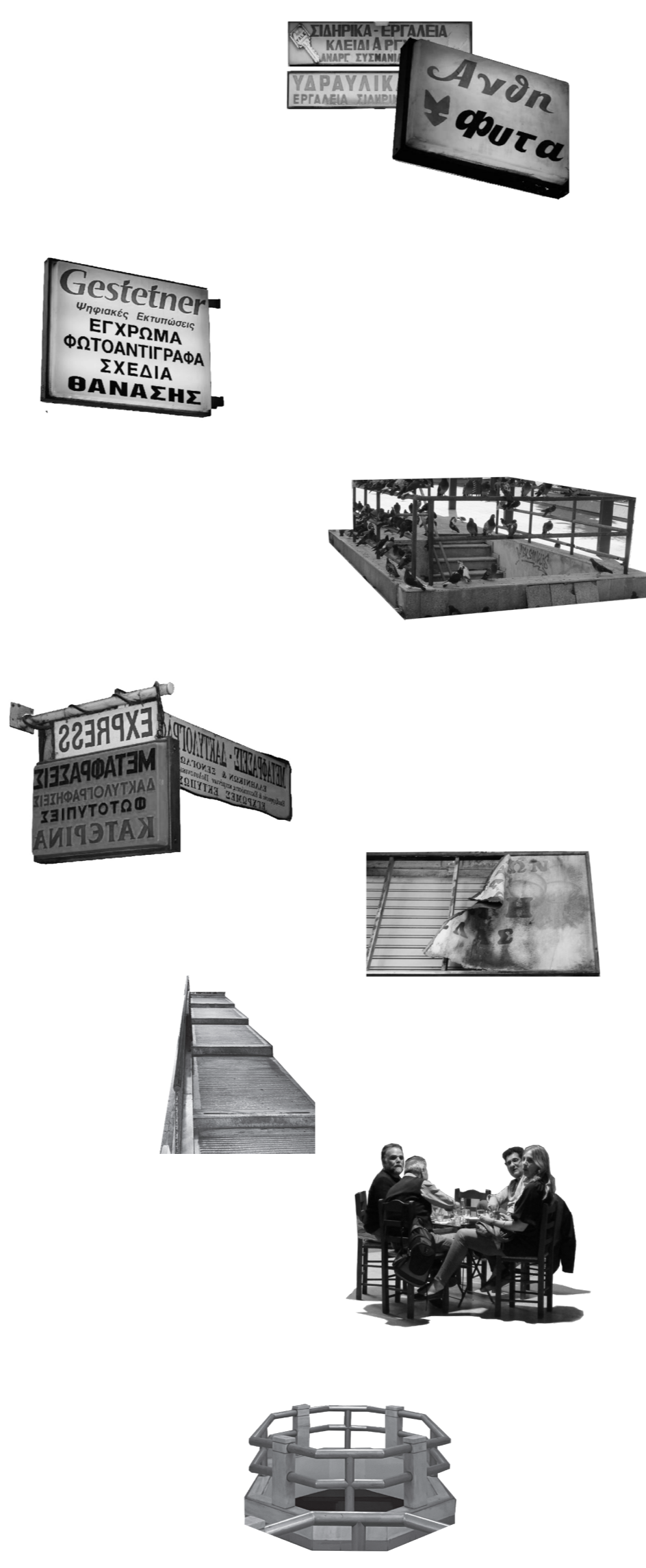
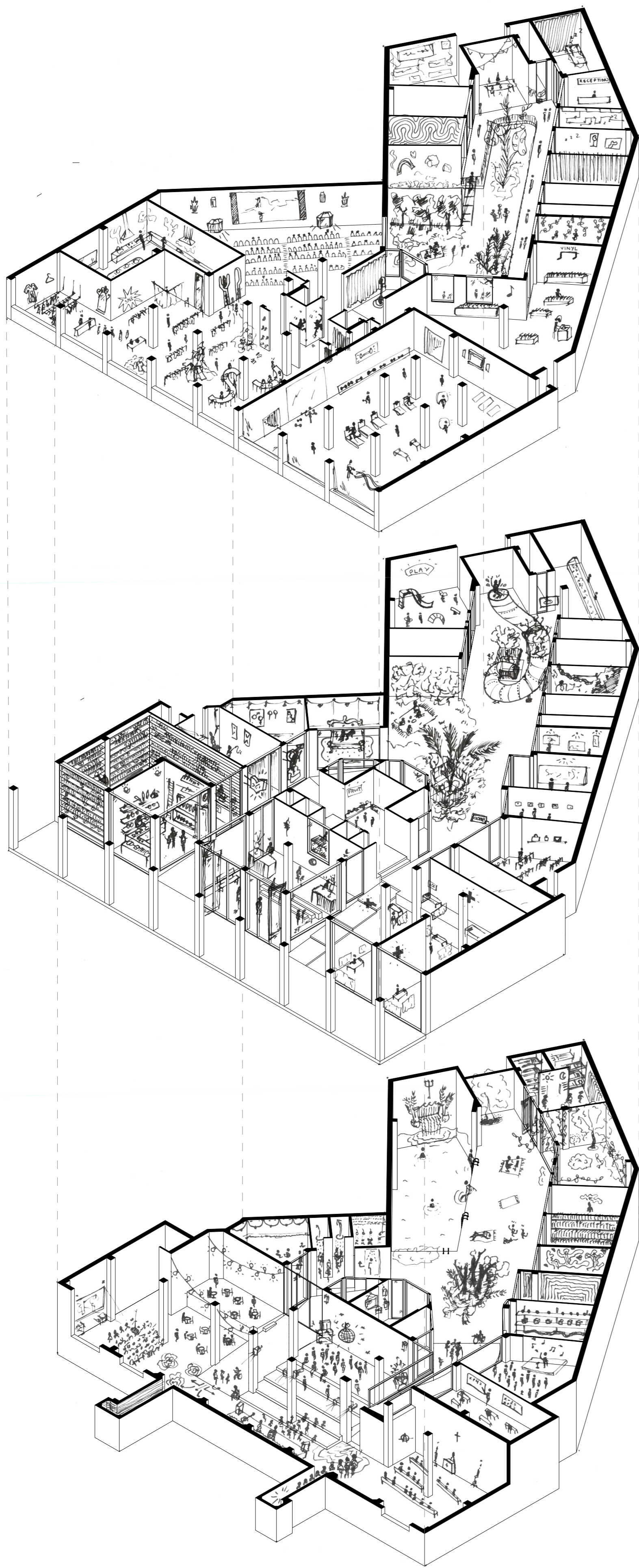


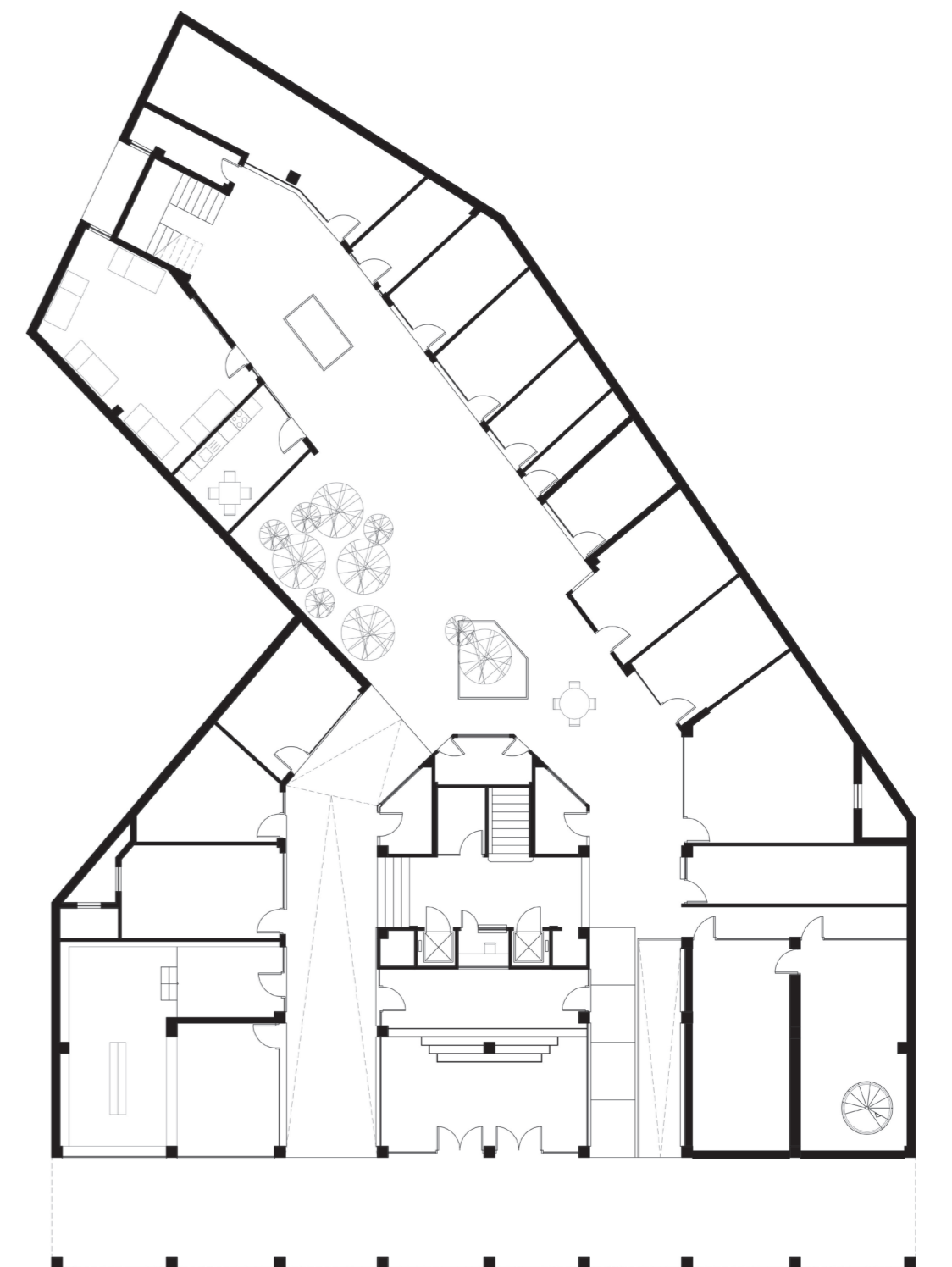
# passing tempo realities



How do simultaneous temporalities relate to the ever-produced flows of desires within the alternative networks of a city?

The central area of Emporiko Kentro in Athens is animated by a fast-paced tourism and commerce. As an underlying layer, the alternative network of arcades appear to be time capsules conserving the past. These passages bring up hidden potentials as to how time should move forward. The passage is considered a world of miniature streets where time becomes obsolete. This miniature city, nowadays nearly abandoned, is awakened using an infinite amount of activities that are happening simultaneously, even if they are considered conflicting on the outside. The individual temporalities are continuously being produced by specific desires, without being governed by time. In order to regulate these flows, the employment of time keepers is crucial. They ensure the temporal asymmetry inside the passage.

The network will thus sustain an experiment full of wonder and surprises, that will host nothing less than an alternative way of life guided by temporalities yet to pass.



“Desire is part of the infrastructure.”  
Flow, Code, and Stock: A note on Deleuze’s Political Philosophy by Daniel W. Smith, 1997.

The extensive network of passages guides itself through the urban fabric of Athens, acting as the intestines of the city. Together, they create an alternative network where the high-paced flows that rule our city centres are left behind and create space for individual meaning. Within these mostly abandoned passages, time moves in a different way in order to respond to the simultaneous production of desires.

“The passage is a city, a world of miniatures.”

Illustrated guide to Paris, 1852.

The bookshare.

The ruin.

The park.

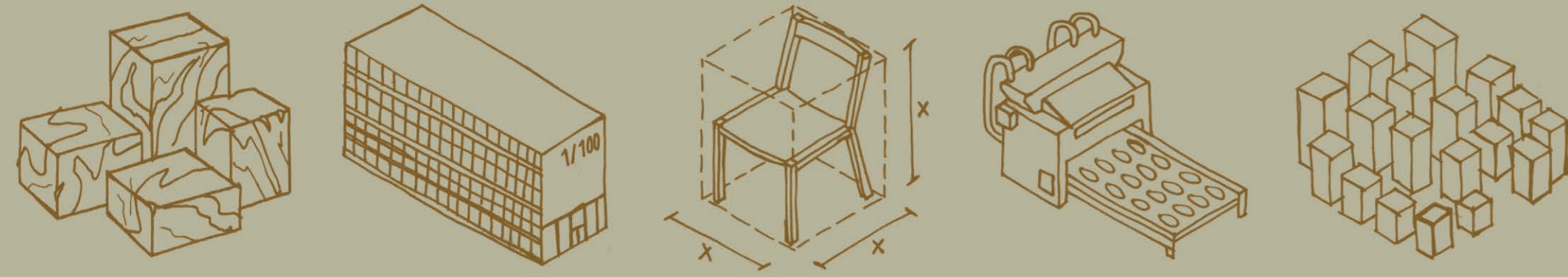
The brothel.

The parking.



# Standardization of Time and Space

Erkan Mestan - Freek van Schaik- Gergana Negovanska - Hannah Adamczyk - Léa Kayrouz



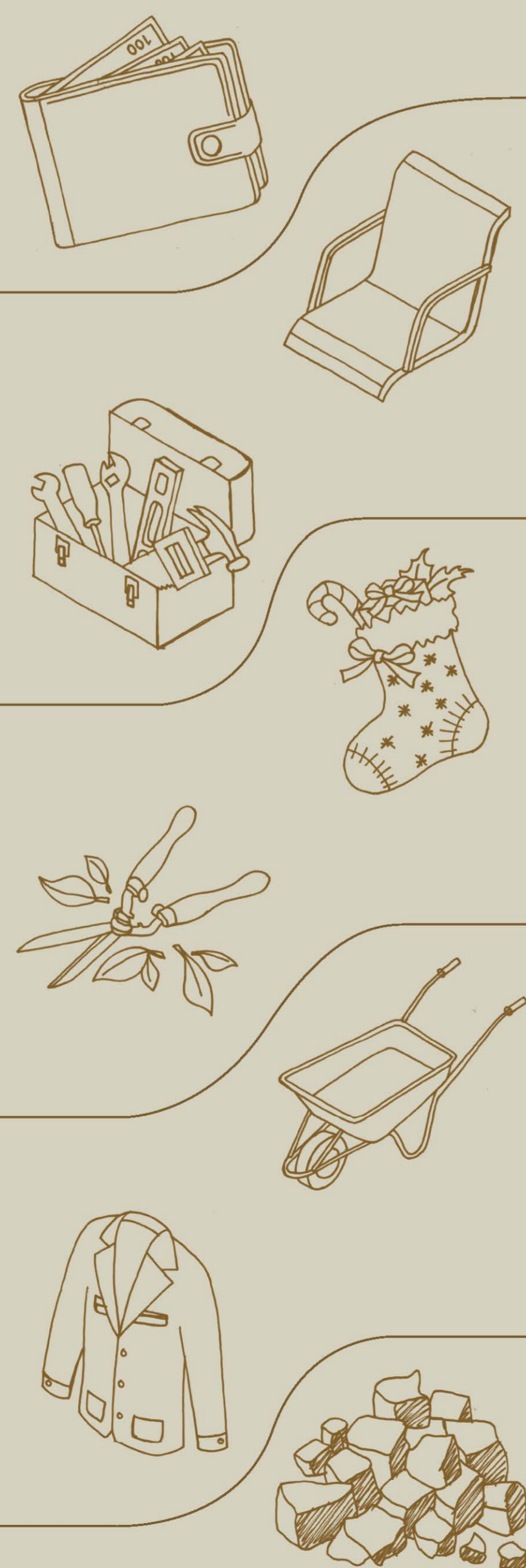
Materials Narrative    Anonymous Living    Standard Dimensions    Standard Systems    Monotonous Morphology

## Individual Technicities

## Problematization

How can constraints be enabling on one level of complexity and disabling on another

## Storage Proposals

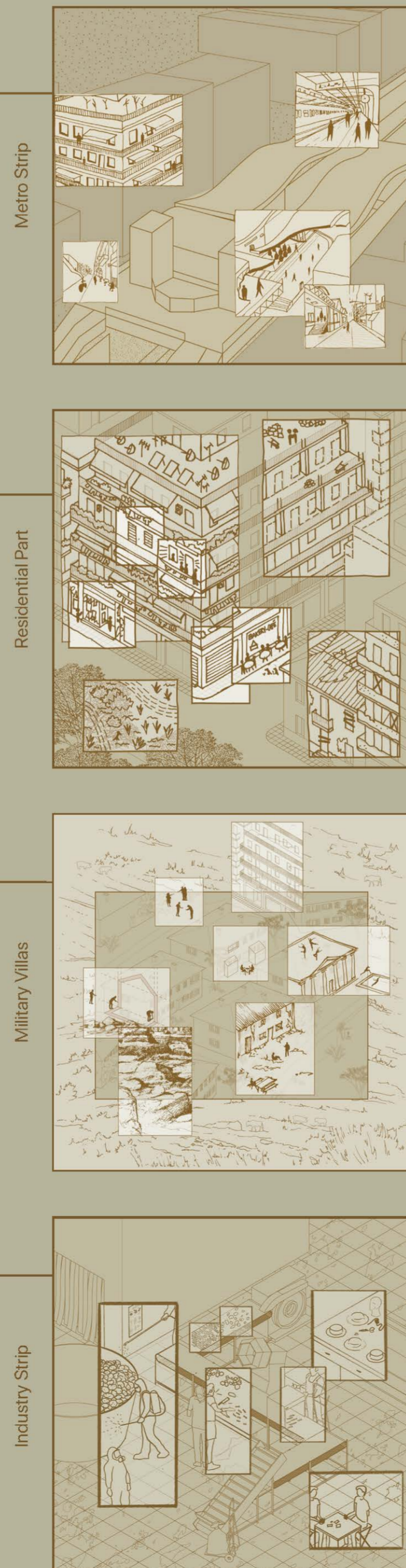


## Storage Cycles

## Our Annoyances

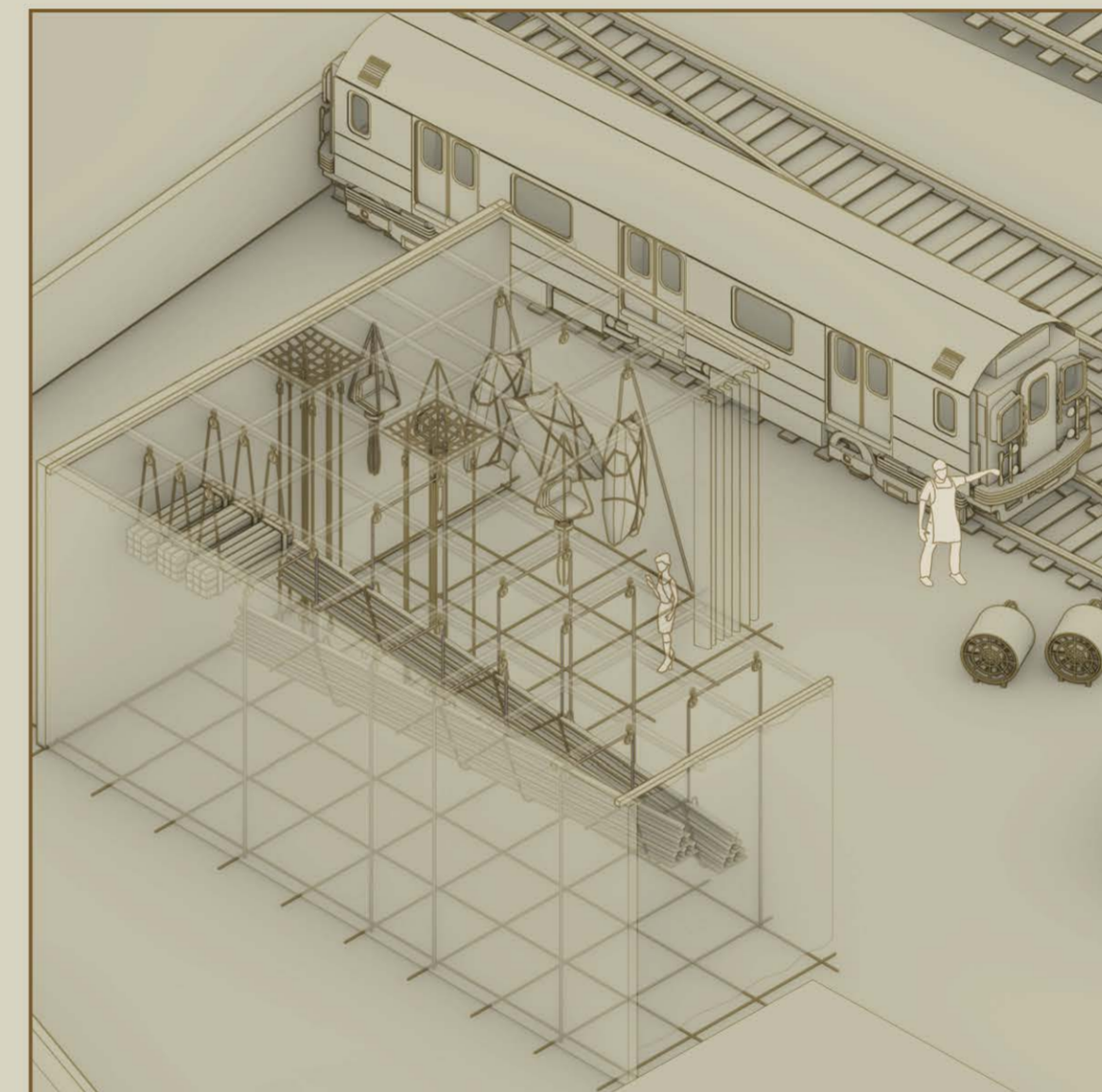
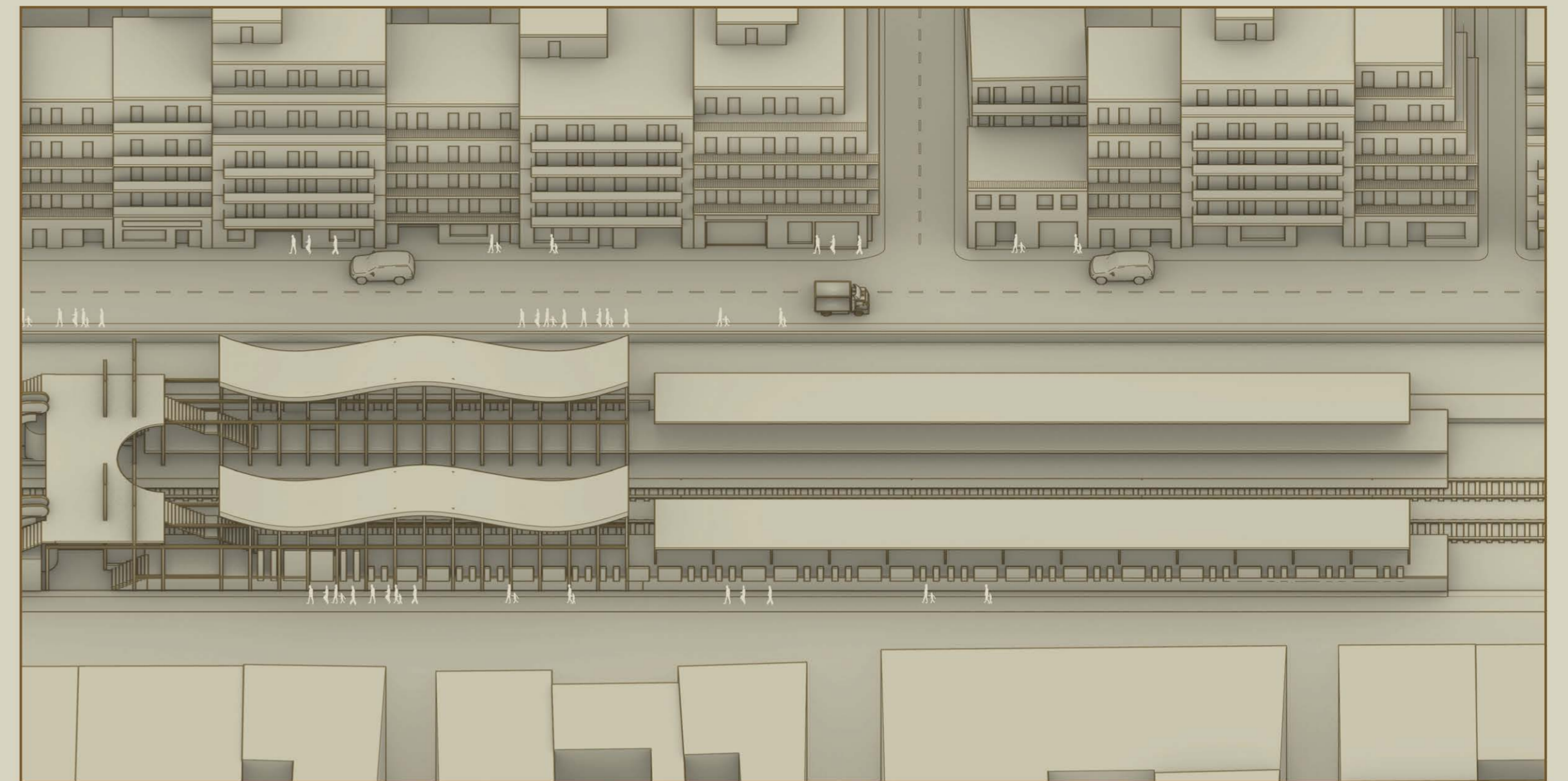


## Nested Temporalities

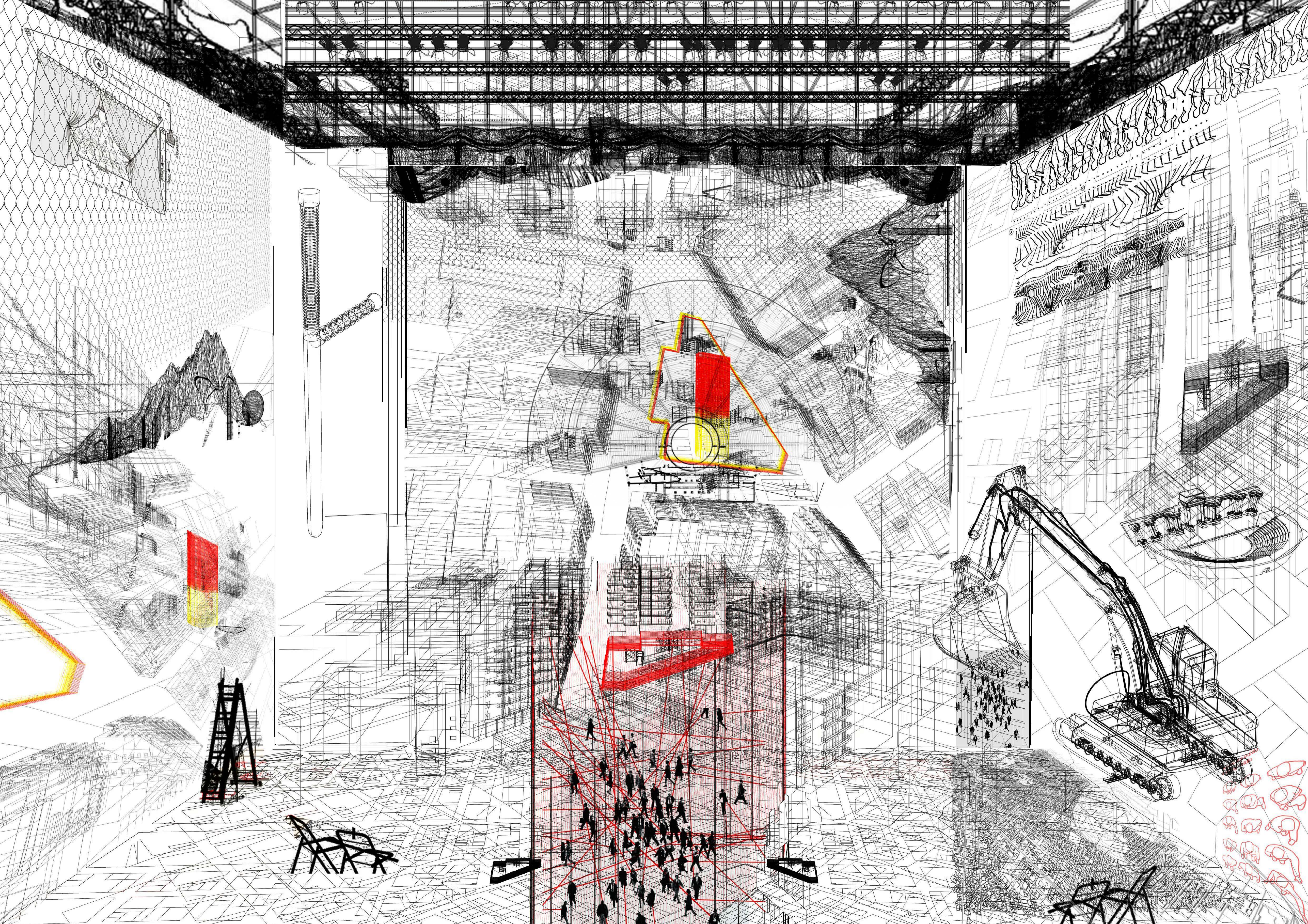


## Thisseio - Petralona

## Metro Storage Proposal

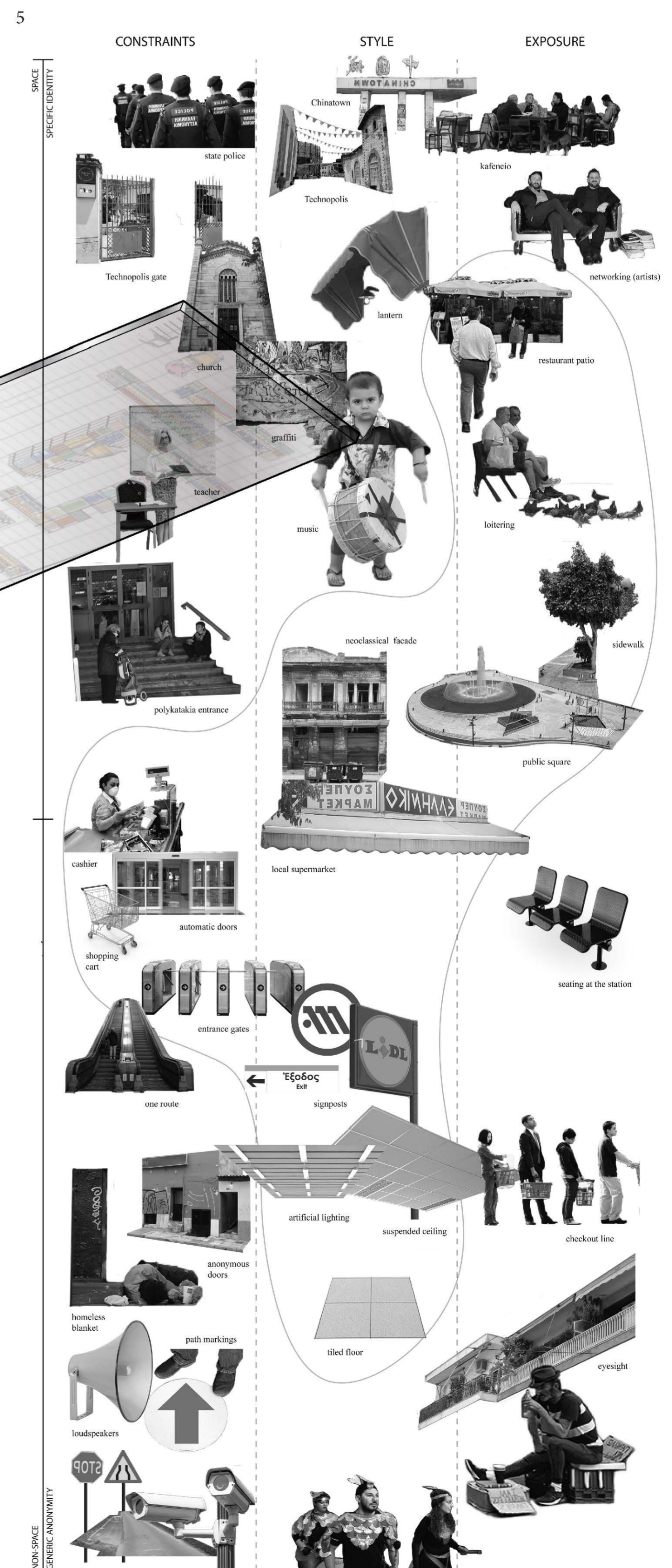
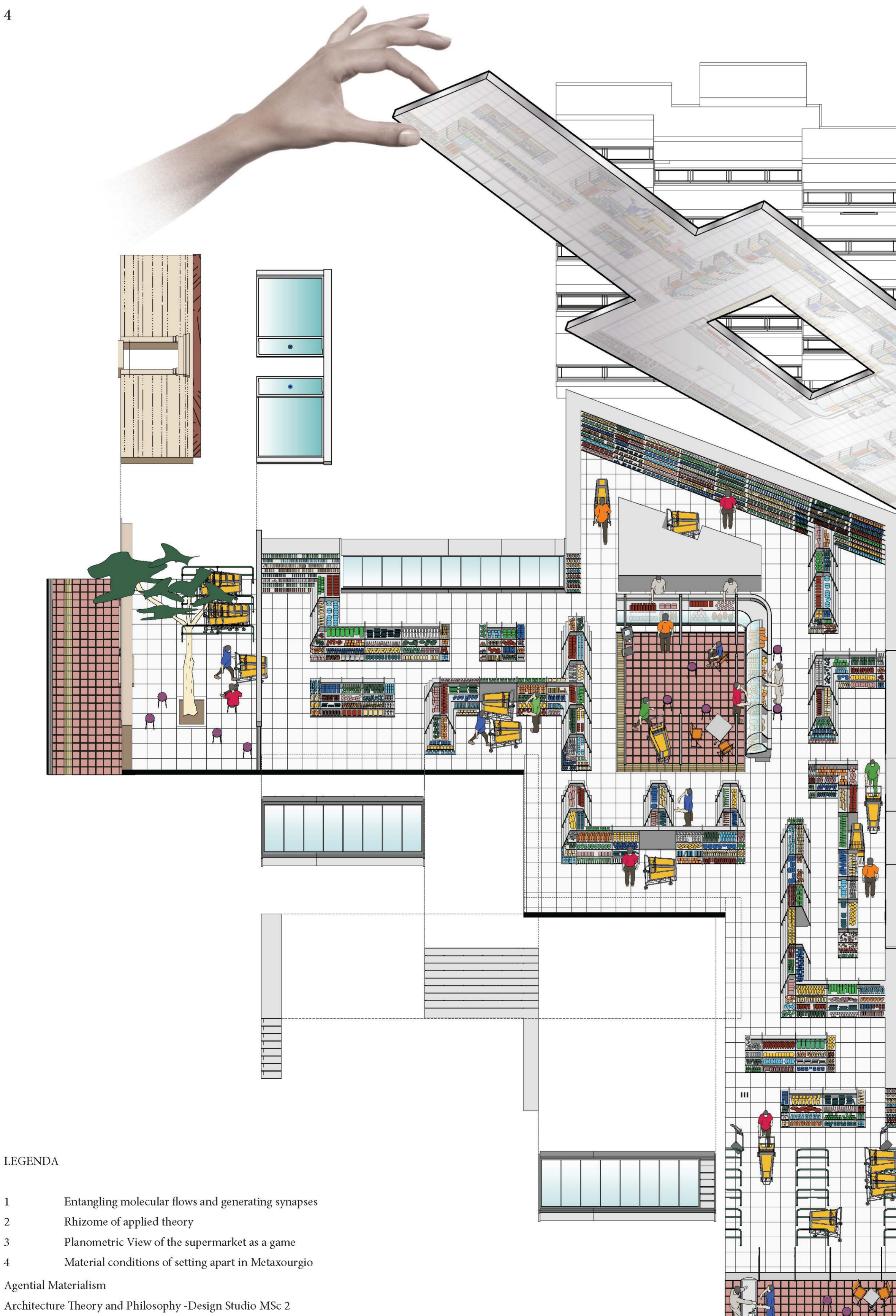
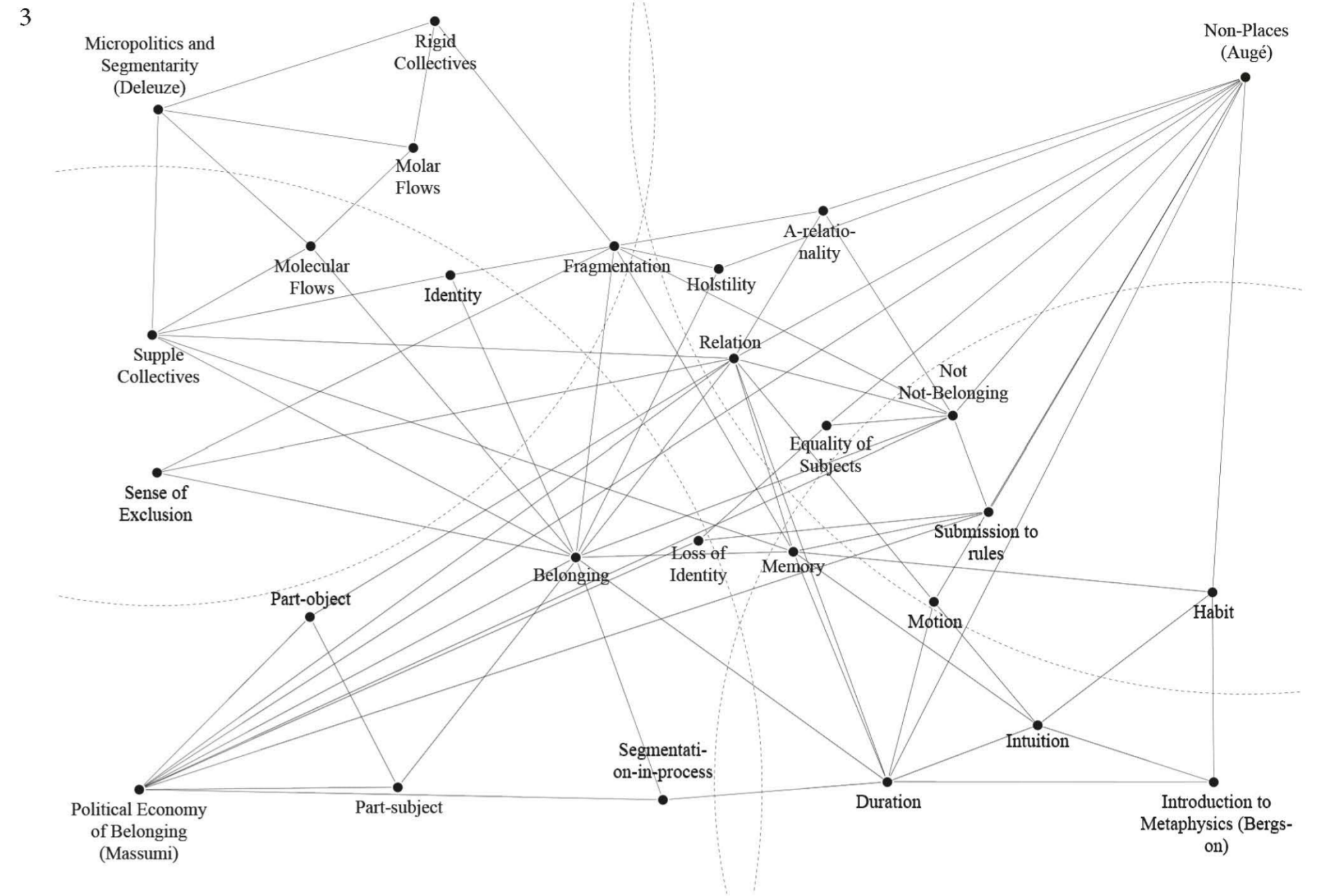
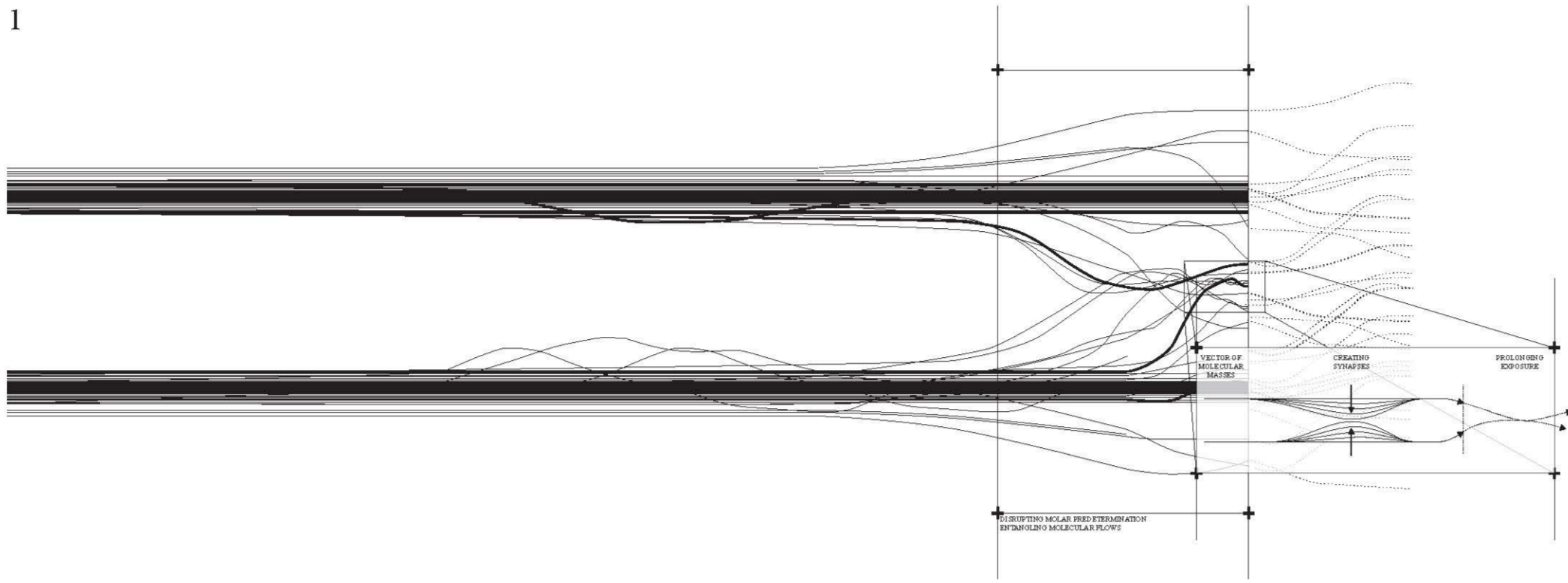


## Physical Constraints



# GAMES OF BELONGING

Producing a Sense of Belonging without a Sense of Exclusion



LEGENDA

1 Entangling molecular flows and generating synapses

2 Rhizome of applied theory

3 Planometric View of the supermarket as a game

4 Material conditions of setting apart in Metaxourgio

Agential Materialism

Architecture Theory and Philosophy -Design Studio MSc 2

Alexandra Fassoula, Gina Guravage, Helena Nagel, Justus Schaefer