

Polypolis, a mindset-shifting board game

In the rapidly deteriorating Athens centre, players are assigned life-roles; immersed in an urban environment of economic recession, illegality, city-phobia, rising violence and human desperation, the Athenians (Greeks and immigrants, shop owners, unemployed, land owners, investors, inhabitants, entrepreneurs, intellectuals, etc.) enter into an agonising and agonistic struggle to reset the city's human, physical and natural resources. The players keep reflecting and acting upon "real" city conditions, and watch the outcome of their decisions unfold on the game board. The Athenians of the **Polypolis** social game stand up to the challenge of the crisis and have the power to transform the materiality of their city.

SARCHA (School of ARCHitecture for All) and Partners

SARCHA (School of ARCHitecture for All) An expanding open structure with currently 218 associates of various backgrounds in different countries; It has initiated international research programs which contributed to systematizing city problems such as, the potential of the 'un-built' condition and its relation to the category of the 'public', the impact of immigration onto the city, the rethinking of the city as a pool of resources to be administered 'in common', and the city of Athens as experienced by its youth. SARCHA's work has been shortlisted at "The Resourceful Architect" competition (the Royal Society of Arts, and the Architecture Foundation, London 2011). Anyone interested to become an associate, should visit www.sarcha.gr

Strategic Partners of SARCHA Polypolis in the UK:

The Westminster International Law and Theory Center, University of Westminster
Urban Design MArch programme, Bartlett School of Architecture, UCL

The Team

Following the open call, the **SARCHA** associates who have initially contributed to the shaping of the program, joined forces with all those interested to work together in the following open team: Dr Maria Theodorou architect, Andreas Philippopoulos-Mihalopoulos, Professor of Law & Theory, Co-Director, The Westminster International Law & Theory Centre, Julia Chryssostalis Principal Lecturer, Co-Director, Westminster International Law and Theory Centre, Jason Coleman architect Lecturer at UCL MArch UD, Nicholas Boyarsky architect Lecturer at UCL MArch UD, Kalliope Kontozoglou architect, Dr Eugenia Fratzeskou author, critic, educator, Sofia Asteriadi architect MA, Camila Sotomayor architect PhD candidate, Petros Tsitnidis architect MSc, Lina Liakou architect MArch, Clelia Thermou architect MArch, Ioanna Pothou architect MArch, Panagiota Theofilatou architect MSc, Veta Gerliotou architect, Elena Demetria Chantzis architect, Georgios Koulouris MEng, Stephanie Triantafyllou AA student of architecture, Konstantilena Koulouri AA architecture student, Sofia Prassa translator, Nick Gioulis civil servant. A number of MARCH UD, UCL students were involved in the Polypolis London set up, among which Judith Keleman, Mitra Tafazolint, Lisa Hinderdael, Paulina Maneta, Zoe Spiliopoulou, Andi Schmied, Lieve Smout, Jack Pritchard.

The project is part of the British Council's **International Architecture and Design Showcase 2012** (21 June-23 September); a global gathering of cultural projects that investigate architecture and design from across the world, presented for the London 2012 Festival.

A mindset-shifting board game in the centre of Athens

Saturday, **23 June 2012** - 15.00-17.00

Jeremy Bentham Room, Wilkings Building,
Main Quadrangle, UCL, Gower Str., WC1E 6BT

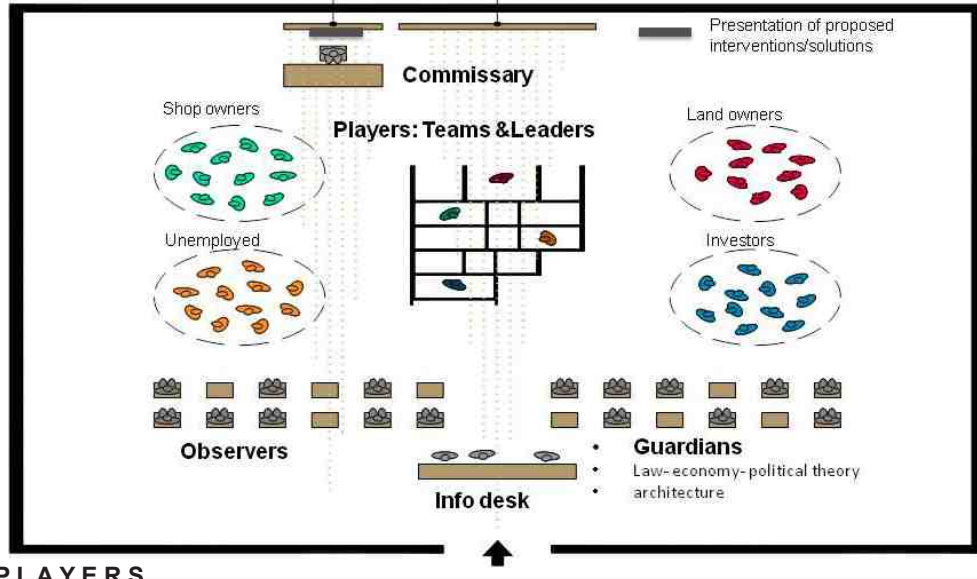
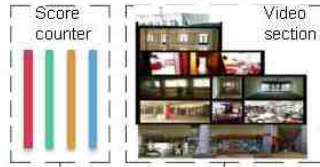


ECONOMIC RECESSION
CITY-PHOBIA
DESPERATION
UNEMPLOYED
INVESTORS
STRUGGLE
RESET
ACT UPON REAL CITY CONDITIONS
STAND UP TO THE CHALLENGE

BECOME AN ATHENIAN!

ENTER
POLYPOLIS
ATHENS

POLYPOLIS
ATHENS



PLAYERS

Groups of up to 20 players - A distinct role-exchange value (SARCHA-nomisma) attached to each group.

Group 1. Investors sub-groups: banks, private investors, institutions/organisations, international corporations, developers. [SARCHA-nomisma: 5 units Money + 5 units Know How]

Group 2. Land/property owners sub-groups:

big-scale ownership, small scale ownership (local owners), small-scale ownership (owners from other areas). [SARCHA-nomisma: 5 units Land + 5 units Land Use]

Group 3. Shop/small-scale manufacture owners sub-groups: Greeks, Chinese, Pakistani, Greek small-scale manufacture owners. [SARCHA-nomisma: 5 units Goods + 5 units Trade]

Group 4. Unemployed sub-groups: homeless, immigrants, drug-addicts, skilled ex-employees [SARCHA-nomisma: 5 units Time + 5 units Capabilities]

The Athens Mayor: introduces the real-life framework of the game (main vision & problems to be resolved). **The city-guardians:** Political Theory, Architecture, Economy & Law intervene when asked by the players, sum up & evaluate outcomes. **Commissary:** co-ordinates the game, counts down the time & the points gained. **Observers:** the audience actively observes the game & provides feedback at the end of each round.

PLAYERS BRIEFING

14:00-15:00 Preparatory session with players

REGISTRATION

15:00-15:15 Registration starts. Observers, Guardians, Attending and Players take their seats.

GAME STARTS

15:15-15:20 The Commissary highlights the structure of the game (5 min).

15:20-15:35 The Commissary introduces each player and the groups exchange value (SARCHA-nomisma) (15 min).

15:35-15:40 The Commissary gives a brief account of city resources and the issues to be debated (5 min).

15:40-15:45 The Mayor of Athens and Sarcha present their vision for the area (5 min).

ROUND ONE

15:45-15:47 The groups get together to fine-tune their strategy and formulate their vision (2 min)

15:47-15:55 Groups vision presentation starts. Succession of groups (by draw) (8 min: 2 min per group).

15:55-15:59 The Guardians may comment (4 min).

15:59-16:00 The Observers vote for best vision (criteria: innovation, feasibility, involvement of all other groups) (1 min).

ROUND TWO

16:00-16:05 Groups get together to adapt to best vision (5 min).

16:05-16:20 Negotiation among different groups starts led by the winner of the first round (15 min: 5 min per each group).

16:20-16:24 Each group may take one minute time-out to seek guidance from the guardians (4 min).

16:24-16:29 Groups exchange sarcha-nomisma (4 min)

16:29-16:30 Sarcha-nomisma is counted (1 min)

16:30-16:40 Guardians comment and give grades to each group (10 min) (evaluation criteria as seen above)

16:40-16:44 Observers approve/ disapprove each group's contribution (4 min).

CLOSING CELEBRATIONS

16:44-16:48 The Sarcha trophy is awarded to the winning team (4 min).

16:48-17:00 Celebration and Feedback (12 min).