

SARCHA (School of ARCHitecture for All) www.sarcha.gr not-for-profit founded in 2006 in Athens; it is an expanding open structure with currently 175 associates of various backgrounds in different countries. It has initiated international research programmes 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, and the rethinking of the city as a pool of resources to be administered in common. SARCHA's work has been shortlisted at "The Resourceful Architect" competition (the Royal Society of Arts, and the Architecture Foundation, London 2011). The current work on **Polypolis** uses a social game as an instrument to shape a different relation of city and economy in various cities and countries.

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As the current economic crisis hits a number of European countries, **Polypolis** social game uses a playful manner to train/educate city inhabitants to cope 'in common' with issues that affect their life's resources.

Under the auspices of the Embassy of Greece in Rome, SARCHA will present the **Polypolis Roma** version of the social game in the context of the international workshop on the city organized by the *Urban Transcripts 2011*

<http://news.urbantranscripts.org> in collaboration with the School of Architecture, University ROMA TRE, (13-17 December 2011, Roma)

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INFO on **Polypolis** and on **Polypolis Roma** (Pigneto area)

1. **Polypolis**

Polypolis, reverses the logic of 'monopoly' of 'one winner takes all', adapts it specifically to the complex issues facing contemporary cities and experiments with different ways in which the common resources of the city can be held and mobilised in common by its inhabitants.

Polypolis is a role-playing social game; it entails negotiations among four different groups of players that strive to resolve complex issues related to the existing human/physical/natural resources within city blocks. To learn more on the game's features and rules, see the video (demo) at <http://vimeo.com/30720863> and read the polypolis manual at <http://www.sarcha.gr/Publications.aspx>

The Polypolis game was conceived as a testing ground for SARCHA's "CCR: CityCommonResource (2010-2011)" research theme and the "CCR Athens Gerani 2010" pilot study; the latter was commissioned by the Hellenic Ministry for the Environment and shortlisted among 54 submission at the "Resourceful Architect" *RSA & Architecture Foundation* competition, London, May 2011 (Selected material from the pilot study at <http://sites.google.com/site/ccrpkpgerani2010/>.) The game is used as a communication tool; by playing it, the CCR experimental approach (the city intended as a pool of resources that can be reset and administered in common) can be apprehended in a playful and straightforward manner.

The game is currently in a state of development and playing/presenting it in a number of venues is part of the testing process. It has been tested at the *p-public* festival (Chania –Crete, June 2011), played by the Moraitis school forensics group (Athens, Oct. 12, 2011) and presented at the Hellenic Technical Chamber's conference "Public space –wanted" (Thessaloniki Oct. 22, 2011). SARCHA is interested to develop and adapt the CCR approach in various city contexts and in other countries by producing

specific editions of Polypolis. Next venues that entail local adaptations include Rome, London, Athens (Tainiothiki) and Thessaloniki.

2. **Polypolis Roma** (Pigneto area)

A SARCHA working team was formed following an open call and undertook the design of the Polypolis_Roma (Pigneto area) version for the game. The team focused on preparatory work in Greece November 29 - December 10, 2011 and travelled to Rome December 13 - 17, 2011 to work in the ROMA 3 School of architecture <http://www.architettura.uniroma3.it/indice.html> ; its task was to select a city block in the Pigneto area, map its resources, design the Roma game board and organize a public playing of the game. The project is included in the Urban Transcripts 2011 "Rome accidental city: international workshop on the city". SARCHA, a guest participant in the workshop, organizes the 'Polypolis Hour' with the help of the workshop (Unit 4) tutors Fabiano Micocci and Carlotta Fioretti (see info on pp. 29, 30, workshop programme <http://news.urbantranscripts.org>). In the context of Polypolis_Roma, SARCHA will organize the following three events all open and free to public:

1. **The Polypolis Hour**

13-16/12, 14.00-15.00, Roma Tre DIPSU, Via della Madonna dei Monti, 40- Metro Cavour
For an hour every day, SARCHA will engage, in practical tasks and discussions, all those interested to finalize the content of the Rome version of the game. The aim is to train the players to perform a public playing of the game

2. **The Polypolis Roma public playing**

17/12, 13.40-14.00 Roma Tre Mattatoio, Largo Giovanni Battista Marzi, 10-Metro Piramide
A public playing of the Roma (Pigneto) version of the Polypolis social game will take place during the Urban Transcripts conference. The aim is to address the current city issues concerning the Pigneto area (the inhabitants and their activities, the buildings and unbuilt areas and the microclimate conditions of the area) in a collective and playful yet effective mode.

3. **The Polypolis Talk**

14/12, 18.30-19.30, Roma Tre DIPSU, Via della Madonna dei Monti, 40- Metro Cavour
The talk includes two short presentations of the Gerani area in Athens and the Pigneto area in Rome; two city areas in two different countries in which the presence of immigrants had a catalytic impact, albeit of a different kind in each one. The discussion to follow will draw on the comparison of the two cases and examine the current potential of inhabitants to decide and act in common.

**ALL INTERESTED TO ASSIST/PARTICIPATE in the above Rome events
PLEASE CONTACT us info@sarcha.gr or/and JOIN IN AT THE VENUES**

Polypolis Roma working team: Dr Maria Theodorou architect, Lina Liakou architect/urban designer, Petros Tsitnidis architect/environmental engineering, Ioanna Pothou architect/ urban designer, Elena Chantzis architecture student, Clelia Thermou architect/urban designer, Marios Moros architecture student, Panayiota Theofilatou architect MSc, Veta Gerliotou architect, Constantinos Miltiadis architecture student, Demetris Shammass architect, Sappho Haralambous, policies for development -ex IFAD-UN

Clarification A SARCHA working team welcomes people of all ages and background knowledge that join forces to work together on a specific project under the guidance of SARCHA's advisory board and honorary committee <http://www.sarcha.gr/About.aspx>. Please note that the Polypolis_Roma is not a commissioned project and no payment fee is provided to the working team.