Hong Kong Trip WORKSHOPS

Workshop II
Urban Narrative
Immersing the City via Apps media

Eyes
How to read the city? A challenge for all today, no matter are you a tourist, designer or statesman. The Urban Narrative Workshop finds interests through immersion: deploy a game-like random sampling methodology in order to locate and enter the city from multiple points. One then becomes an active player- walk the streets, indulge others, observe, and co-generate first-hand storyline vis-a-vis the city actors and angels.

> [1] *"Practice is inseparable from temporality, not only because it is played out in time, but also because it plays strategically with time… and he (player) does so 'on the spot,' 'in the twinkling of an eye,' that is, in conditions which exclude distance, perspective, detachment, and reflexion." P. Bourdieu, The Logic of Practice 1980/90*

Apps
The storyline is to be decoded and translated into a mobile App for tourist use - be it a map, a game, a guide, a search engine, a lucky draw or else. It is through this workshop that we explore and bridge the gap between knowledge and experience of a place. Intended not only to introduce workshop participants to current architectural, urban and cultural conditions of a compact city like Hong Kong, but also to develop several interactive design strategies with thought, analysis, research and design, to question and address the nature and being of time-space.

Reflections
Each group of workshop participants shall present a conceptual proposal of a mobile App. Whether drawing, model, photography, video or a performance is made, it should be understood as a representation of parallel worlds, of both the virtual and the city.

Schedule
Dec 3-4	BoDW Forum + City Tour
Dec 5	Workshop I - Photography workshop
Dec 6	Workshop II Briefing; Guest lectures; Sampling
Dec 7-9	Workshop II Seminar; Tutorial
Dec 8	Workshop II Seminar; Tutorial
Dec 9	Workshop II Seminar; Tutorial
Dec 10	Workshop II Final Crit
Dec 11	Macao day trip